

Grisha's Nightmares in Wormwood

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ADDITIONAL NOTE:

Page numbers and a majority of headings are hyperlinked for accessibility and general ease of access.

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SONG "SILVER FOR MONSTERS"
BY **PERCIVAL SCHUTTENBACH**

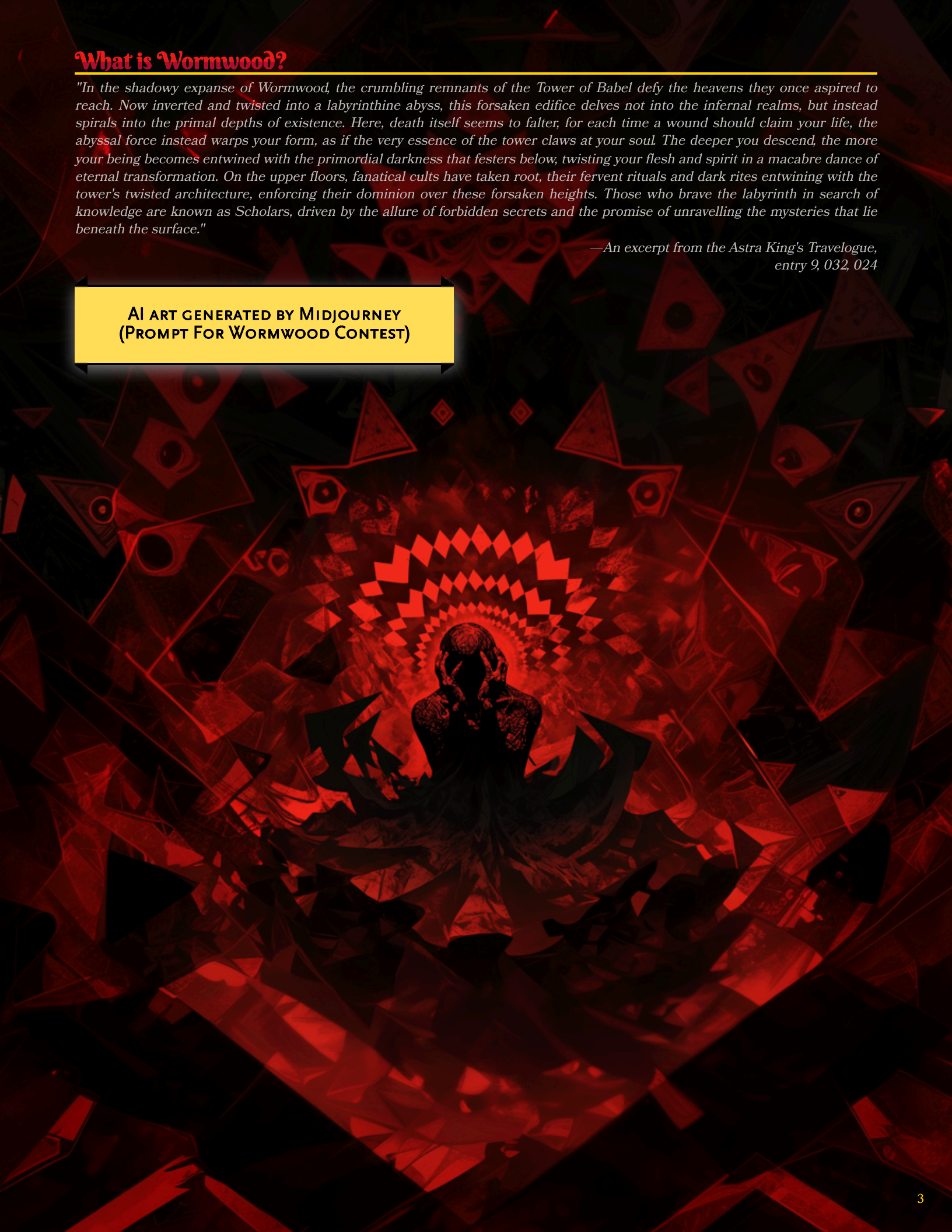
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What is Wormwood?

"In the shadowy expanse of Wormwood, the crumbling remnants of the Tower of Babel defy the heavens they once aspired to reach. Now inverted and twisted into a labyrinthine abyss, this forsaken edifice delves not into the infernal realms, but instead spirals into the primal depths of existence. Here, death itself seems to falter, for each time a wound should claim your life, the abyssal force instead warps your form, as if the very essence of the tower claws at your soul. The deeper you descend, the more your being becomes entwined with the primordial darkness that festers below, twisting your flesh and spirit in a macabre dance of eternal transformation. On the upper floors, fanatical cults have taken root, their fervent rituals and dark rites entwining with the tower's twisted architecture, enforcing their dominion over these forsaken heights. Those who brave the labyrinth in search of knowledge are known as Scholars, driven by the allure of forbidden secrets and the promise of unravelling the mysteries that lie beneath the surface."

*—An excerpt from the Astra King's Travelogue,
entry 9, 032, 024*

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(PROMPT FOR WORMWOOD CONTEST)**



Backgrounds



Monster Hunter

People that fight dangerous and horrific entities.

Porter

A transporter of heavy loads and equipment.

Monster Hunter

You learned about the horrors of the world that go bump in the night and have chosen to combat them face-to-face. Doing so has given you a vast knowledge of various tricks and exploits available to deal with the vermin and has taught the importance of a discerning eye.

Background Features

Proficiencies

Skills Proficiencies: Choose two from Arcana, Perception, Religion, and Survival.

Tools Proficiencies: One type of miscellaneous tools

Languages: Choose one language

Equipment

A set of miscellaneous tools (one of your choice), a set of traveler's clothes, and a pouch containing 100 sp

Hunter's Knowledge

Background feature

The time and money you need to spend when tracking or gathering information is halved. Further, the damage roll you make each day against a creature you have tracked or studied deals an extra 1d4 damage.

Slayer Preparations

Background feature (alternative)

You gain one of the following feats of your choice: Coat of Arms (pg. 35), Horde Warrior (pg. 36), or Toxic (pg. 36).



PERSONALITY TRAITS

d6 Personality Trait

- 1 I like the sound of my own name.
- 2 I look straight ahead and act in the moment.
- 3 I guide conversations and interrogations my way.
- 4 I strive to stay vigilant at all times.
- 5 I must write the knowledge I've gained fighting beasts.
- 6 I like to remember the good old days.

IDEALS

d6 Ideal

- 1 **Avaricious.** Coin speaks louder than words.
- 2 **Ferocious.** No cost is too great to slay horrors.
- 3 **Manipulative.** Anything I can kill or understand can also be used how I wish.
- 4 **Protective.** People deserve to feel safe.
- 5 **Schemer.** Killing monsters requires meticulous planning.
- 6 **Survive.** I can't kill monsters if I'm dead.

BONDS

d6 Bond

- 1 I tend to attract fierce rivalries with other monster slayers.
- 2 Each monster I've killed has granted me both deep praise and deep hatred.
- 3 I owe and own a couple favors.
- 4 I've learned the stories of those I've saved and those that I've failed.
- 5 I know people and organizations that can help me prepare for a hunt.
- 6 I will never forget the sacrifices made by others that made me who I am today.

FLAWS

d6 Flaw

- 1 Having value is the only thing important in life.
- 2 There is no difference between recklessness and bravery.
- 3 Monsters are things that get in the way of your desires.
- 4 Some call my attention to detail paranoia.
- 5 It's better to burn an unusable bridge than mend it.
- 6 Cowardice and betrayal is just another cost for living.

Porter



very system, organization, and civilization has vested interests moving their materials from one point to another. As a porter, you are one cog in this vast machine taking up jobs protecting loot from an adventure or even hauling items in a merchant caravan.

Background Features

Proficiencies

Skills Proficiencies: Athletics, Survival

Tools Proficiencies: Your choice of either Navigator's tools or Vehicles (land)

Languages: Choose one language

Equipment

an oversized backpack, a package with no address, a set of traveler's clothes, and a pouch containing 10gp

Powerful Build

Background feature

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Carrier Physique

Background feature (alternative)

You gain the Monkey Grip feat (pg. 36), even if you don't meet its prerequisites.



PERSONALITY TRAITS

d6 Personality Trait

- 1 I compulsively check what I have every few minutes.
- 2 I look for shortcuts and efficient ways to do things.
- 3 I'm deliberate in what I say and do.
- 4 I don't like to dissappoint.
- 5 I only speak when needed or when spoken to.
- 6 I greet everyone I meet.

IDEALS

d6 Ideal

- 1 **Attentive.** Procedure stops things from being displaced.
- 2 **Burden.** There's always a way to lighten the load.
- 3 **Control.** People in power control where resources go.
- 4 **Duty.** People must complete tasks entrusted to them.
- 5 **Professional.** Work life must be split from personal life.
- 6 **Valued.** No job or life is meaningless.

BONDS

d6 Bond

- 1 Almost everyone has seen my face at least once.
- 2 I enjoy the faces of people that are gifted a present.
- 3 "Losing" a package might benefit the people I know.
- 4 I make sure not to stand out.
- 5 I carry people's emotions more often than luggage.
- 6 I know someone who can pick up my slack.

FLAWS

d6 Flaw

- 1 I can't cope with anything I haven't prepared for.
- 2 I spent more time planning and less time doing.
- 3 Why should I trust someone else with my work?
- 4 As long as my job's done, the quality doesn't matter.
- 5 I don't question what I'm told to do.
- 6 I'm deeply afraid of truly connecting with someone.

Races



Candlekin Golem

A wax figure that illuminates hope.

Generic Human

An infestation of potential.

Pontifus

Ancient weapons made to fight the unnatural.

Candlekin Golem



olded by another, the candlekin utilize their wax bodies originally built for being beacons of hope to instead fulfill their own desires.

Racial Traits

Candlekin uses the following features and traits.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. You can't raise any of your scores above 20.

Constitution and one other ability are recommended.

Creature Type. You are a Construct.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

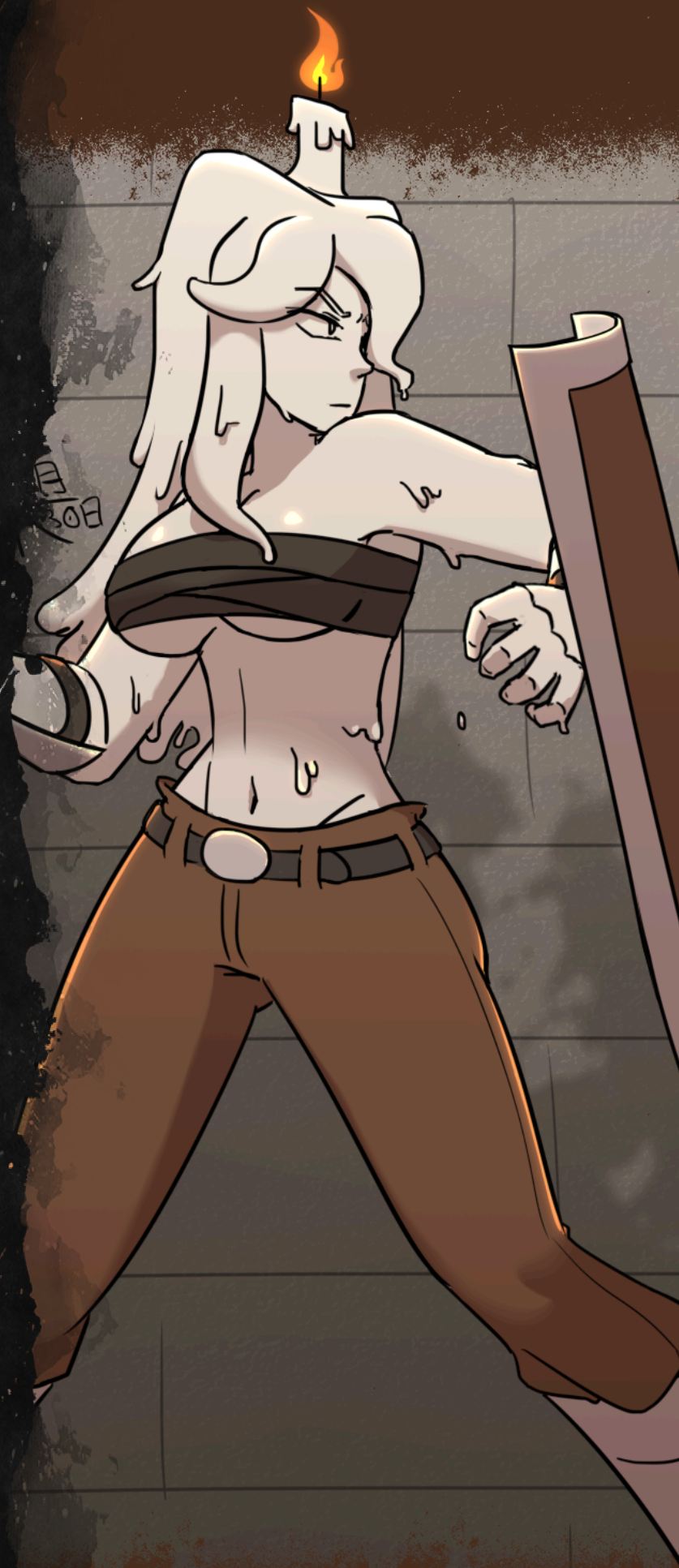
Auto-Repairs. As a bonus action or when the *Mending* cantrip is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point).

Burn Absorption. When you take fire damage, you can use Auto-Repairs as a reaction. Doing so also reduces the fire damage taken to 0.

Torch Wick. While you are alive, your head is a lit torch that sheds bright light in a 20-foot radius and dim light in an additional 20 feet. Attacking with this wick can be considered an improvised weapon attack or an unarmed strike.

Wax Body. You have resistance to fire and poison damage, and you have advantage on saving throws against being poisoned. You also don't need to eat or drink.

Languages. Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.



Generic Human

On the spot versatility and adaptability paired with a high potential for growth has allowed certain humans to thrive and overtake those that threaten them. Being generic is a blessing to those knowledgeable enough to use it and wise enough to let another take the lead.

Generalized Alternatives. When you gain the Generalized trait:

- You can forgo gaining a bonus to attack rolls to instead gain a bonus to saving throw DCs you impose.
- You can forgo gaining a bonus to damage rolls to instead gain a bonus to rolls that restore hit points.

Racial Traits

Human uses the following features and traits.

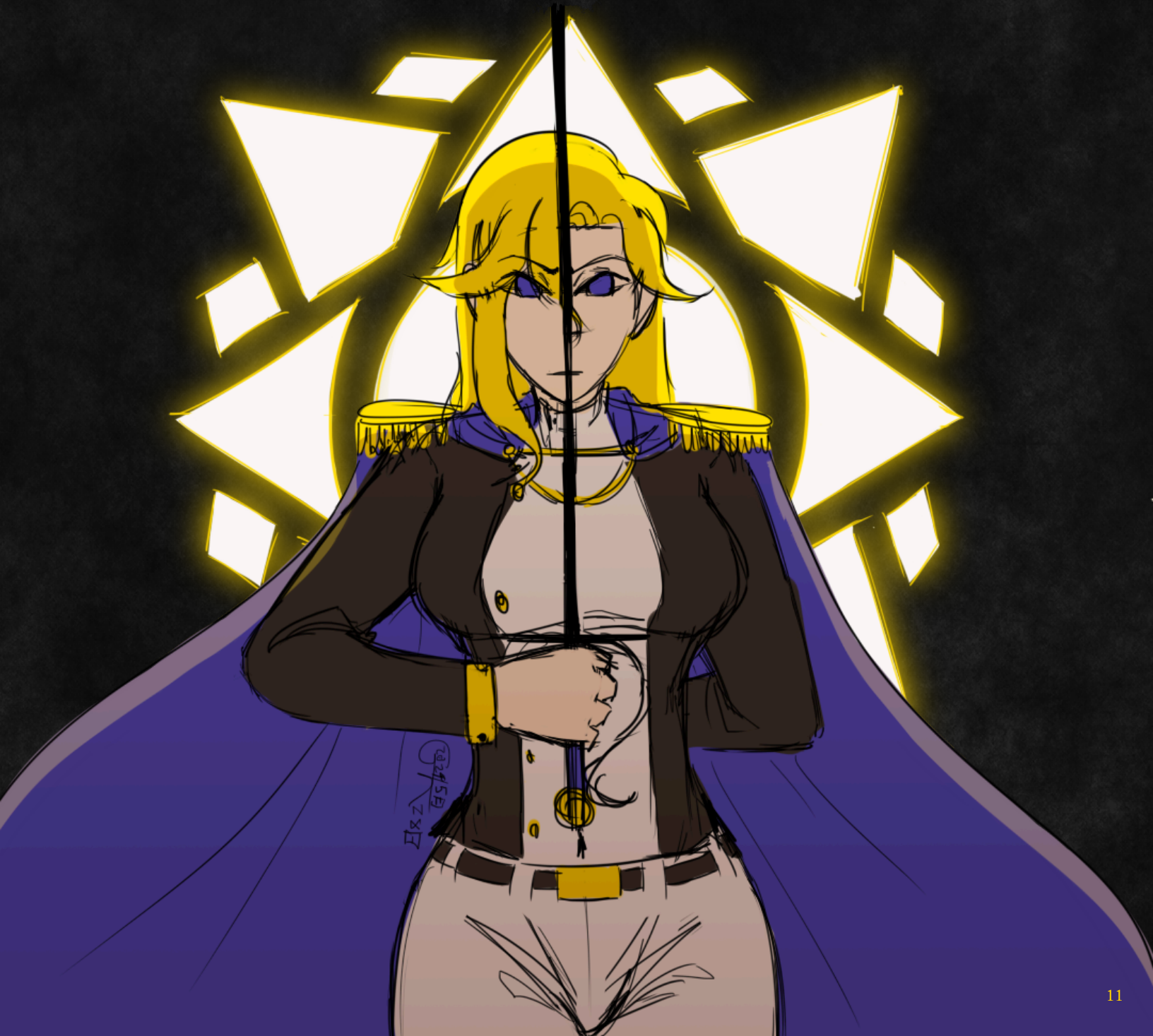
Creature Type. You are a Humanoid. You are also considered a human for any prerequisite or effect that requires you to be a human.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Generalized. You gain a bonus to ability checks, attack rolls, damage rolls, and saving throws you make equal to half your proficiency bonus.

Languages. Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.



Pontifus

These people were alchemically transformed to defend against magic and monsters alike. Officially, these alterations have been outlawed for centuries as the process takes years and has a high mortality rate. However, advancements in both arcana and technology may bring these people back from near extinction, barring any questions in morality and legality.

The most distinctive traits of a Pontifus are their stark white hair contrasting their glowing colored eyes.

Racial Traits

Pontifus uses the following features and traits.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. You can't raise any of your scores above 20.

Wisdom and Charisma are recommended.

Creature Type. You are a Monstrosity. You are also considered another race for any prerequisite or effect that requires you to be it (choose when you select this race).

Human is recommended.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Blade Magic. You know the *True Strike* cantrip. Starting at 3rd level, you can cast the *Divine Favor* spell with this trait. Starting at 5th level, you can also cast the *Branding Smite* spell with this trait. Once you cast *Divine Favor* or *Branding Smite* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

- Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).
- Weapon attacks you make that benefit from a spell can use your spellcasting ability modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Immutable. You can't age or be aged, both magically and nonmagically, and have advantage on saving throws to avoid or end being altered in form.

Lineage Legacy. You gain any skill proficiencies and unique speeds—i.e. climbing, flying, or swimming speeds—from the race you chose in your creature type. If the chosen race does not provide any of those elements, you instead gain proficiency in two skills of your choice.

Languages. Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

Spell Swap. When you gain the Blade Magic trait, you can forgo learning *True Strike* to instead learn a cantrip that requires you to make an attack roll. At 5th level, you can also forgo learning *Branding Smite* to instead learn the *Blur*, *Magic Weapon*, or *Warding Bond* spell.





Official Classes

Barbarian

Path of the Vessel

A powerhouse holding a god or patron inside themselves.

Fighter

Blackguard Martial Archetype

An accursed arms master wielding the supernatural.

Ranger

Fable Slayer Conclave

A monster hunter that analyzes their mark for weaknesses.

Rogue

Spellduggery Roguish Archetype

A sly opportunist that exploits others using magic.

Wizard

School of Monsters

A monster manual prepared for any encountered threat.

Path Of The Vessel

Under strong emotions, people can be easily swayed by a deal or even partially possessed by otherworldly forces. Those that walk the path of the vessel understand this as their emotions burn bright with a magic gained from whatever is harbored within their flesh.

Subclass Features

Avatar Magic

3rd-level Barbarian feature

When you gain this feature, choose a divine domain from the cleric or an otherworldly patron from the warlock. You learn spells from the subclass's domain spells or expanded spells at the barbarian level shown on the Avatar Spells Table. You also learn two cantrips from the cleric or warlock spell list.

Whenever you gain a level in this class, you can replace one of these spells with one other spell from the class spell list your chosen subclass is from. The new spell's level cannot be higher than the spell level shown on the Avatar Spells Table.

You can cast one of these spells at your Avatar Magic spell level without expending a spell slot and can't do so again until you exit a rage or finish a long rest. You can also cast these spells using spell slots you have. Constitution is your spellcasting ability for these spells.

Barbarian Level	Avatar Spells	Spell Level
3rd	1st Cleric Level Domain Spells or 1st Spell Level Expanded Spells	1st
5th	3rd Cleric Level Domain Spells or 2nd Spell Level Expanded Spells	2nd
9th	5th Cleric Level Domain Spells or 3rd Spell Level Expanded Spells	3rd
13th	7th Cleric Level Domain Spells or 4th Spell Level Expanded Spells	4th
17th	9th Cleric Level Domain Spells or 5th Spell Level Expanded Spells	5th

Otherworldly Fury

3rd-level Barbarian feature

After you cast a spell, you can enter or exit a rage as a part of the same action. If that spell requires concentration, you only lose concentration on it at the end of your next turn. Also, while raging, you can cast and concentrate on cantrips.

Supernatural Shelter

6th-level Barbarian feature

You gain resistance to necrotic damage while not raging and resistance to force and psychic damage while raging. Further, you can't be unwillingly possessed.

Enthralled Arcana

10th-level Barbarian feature

While you are under the effects of a spell and are raging, you can choose one of those spells with a level no higher than your Avatar Magic spell level as a bonus action and impose one of the following until the end of your next turn:

- You surpress the spell's effects.
- You prevent the spell from ending early for a reason not shown in the spell, even if no one is concentrating on it.

On subsequent turns, you can also use your bonus action to extend the duration of this effect on the spell until the end of your next turn.

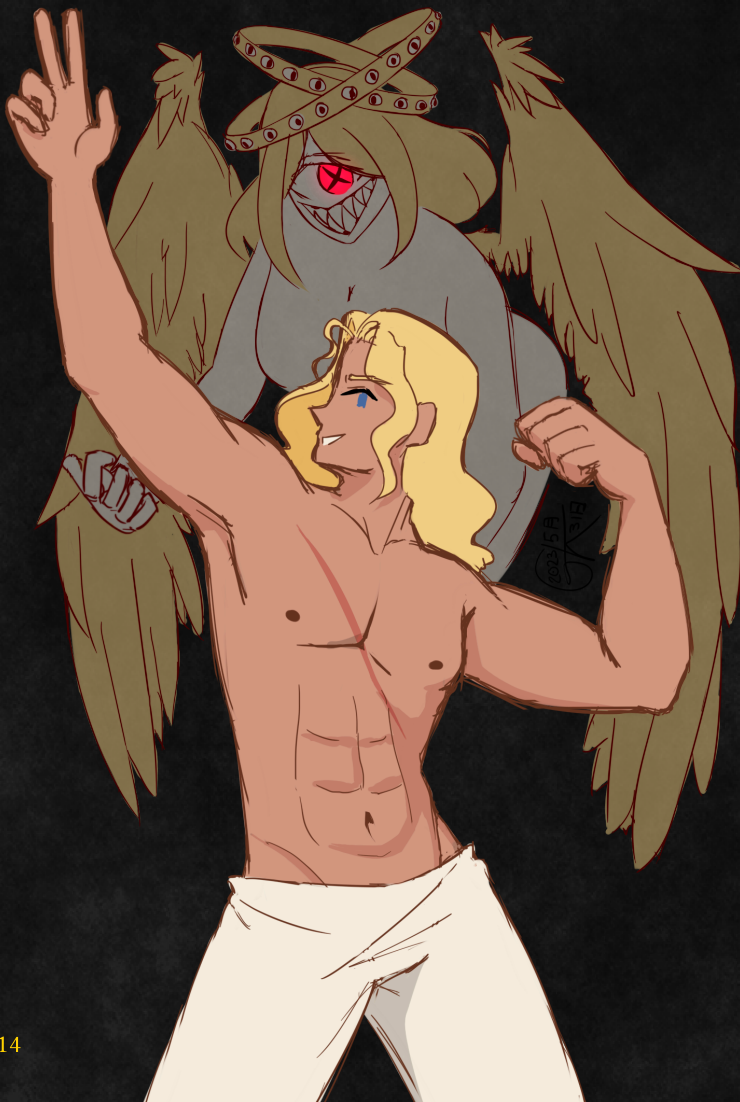
Additionally, while you aren't raging, Reckless Attack can be used on or with any spell attack rolls you make.

Faceless Vessel

14th-level Barbarian feature

When you die, your body immediately gains the effects of the *Reincarnate* spell. When it does, you can choose the new form you change into: either your original form but with an aesthetic alteration—such as a scar—that does not grant any mechanical benefit or one from the d100 table.

Once this feature is used, you gain a level of exhaustion and can't use the feature again until you perform a 1 hour ritual during a long rest that consumes 1,500 gp worth of materials. At least one of the materials must hold sentimental value to someone other than you.



Additional Notes For The Subclass

This page is not required to play the subclass. It offers bonus content and suggestions for implementing it in a world.

Quick Builds

- **Action:** Attack action (Reckless Attack), Cast a Spell
- **Bonus Action:** Enthralled Arcana, Rage (end)
- **Reaction:** Opportunity Attack
- **Movement:** Next to an enemy

Possessed

You can make a Vessel Barbarian quickly by following these suggestions. First, make Constitution your highest ability score, followed by Strength.

- **Equipment:** Quarterstaff
- **Avatar Magic:** Fiend Patron

Subclass Options & Rules

If you need help building a character or you wish to have more character options for the Subclass, you can find it here.

"Sage Advice"

Rulings that should be enforced to properly play the subclass.

Spellcaster Barbarian. A path of the vessel barbarian counts as a spellcaster with the Pact Magic feature.

Optional Features

Optional and Replacement features available to the subclass.

Barbaric Spellcasting. At 10th level, any barbarian features requiring a weapon attack roll—such as rage or reckless attack—can also be used on a spell attack roll.

Diverse Avatar Magic. You can choose any subclass that grants you no more than two spells per level.

Infused Vessel. At 18th level, you learn two eldritch invocations from the warlock class and apply the following:

- Treat your barbarian level as your warlock level for any part of the feature that requires it such as prerequisites.
- If an invocation requires you to expend a Pact Magic spell slot, you can expend a use of your Avatar Magic instead.
- You can use your Constitution in place of any part of an invocation that calls for Charisma.

Subclass Implementation

If you are unsure on how to implement the Subclass into your game world, here are some suggestions on how to do so.

Creating Avatars For The Dying

Those higher powers looking to create an avatar are often just as desperate to make the deal as the ones they choose to inhabit. Barbarians under the path of the vessel are commonly pushed to be power seeking individuals which either isolates them or forces them to work with groups that follow their every beck and call.

Quests To Be The Subclass

A collection of quests to become the subclass.

Dying Plea. After being wounded in a battle where your group kills a god or otherworldly being, you start hearing someone begging for their life within your mind. Depending on how you answer those pleas, you either go catatonic temporarily and become stunned or the skin around your heart becomes discolored.

Viridian Dream. While you sleep, your allies hear you scream and find your body covered in moss. A person that touches the moss falls unconscious and finds themselves in a dreamworld forest next to an elder being they can talk to. On the other hand, you are forced to mentally fight off a pack of wolves while in an unrested state. Upon succeeding the trial, you gain the benefits of a long rest and gain temporary hit points equal to half your current hit points.

Quests Involving The Subclass

A collection of quests related to the subclass.

Spectral Cacophony. A madened warrior is wandering the countryside screaming about wanting to be alone cuts down anything and anyone that gets in their path. If the group defeats the unarmored person, a flood of souls burst out of the body. A fight against 5 (2d4) ghosts immediately initiates as the ghosts try to possess someone before they disappear in 3 rounds. If someone is possessed, all the ghosts immediately enter that person's body and turn them into a path of the vessel barbarian at the end of its next long rest.

Vessel Insurance. A vessel is searching for various items and trinkets to add to their horde such as a dragon's most prized possession, a royal's crown, or an archwizard's spellbook. If a party member offers something sentimental to them, they may be given a boon or blessing. If the party brings the vessel something useless, the vessel may turn on them and start a fight.

Blackguard Martial Archetype



ife for you is marred by curses that bind you and your arms to some otherworldly being in exchange for occult power. While some may enter this pact of their own volition, other may have been forced under this supernatural leash. However, your "gift" is yours to use.

Subclass Features

Eldritch Magic

3rd-level Fighter feature

The curses you harbor infuse you with occult magic.

Cantrips. You learn two cantrips of your choice from the warlock spell list. At 7th and 15th level, you learn an additional warlock cantrip of your choice.

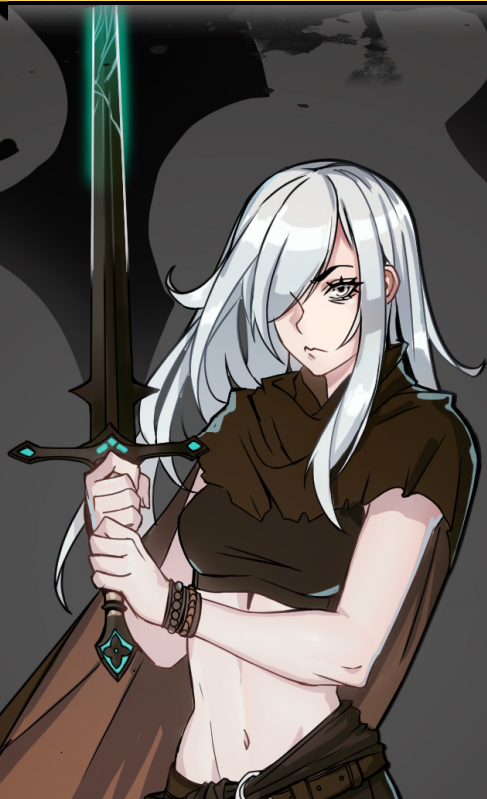
Eldritch Invocations. You learn two eldritch invocations from the warlock class that don't require you to expend a pact magic spell slot. At 7th, 10th, 15th, and 18th level, you learn an additional eldritch invocation of your choice.

You treat half your fighter level as your warlock level for these invocations. You use Charisma as your spellcasting ability for these spells and invocations.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that warlock level.

At 15th level, you can choose invocations that expend a pact magic spell slot. You can use each invocation once between long rests without expend a spell slot and treat it as if you are expending a 5th-level spell slot.

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Athame

3rd-level Fighter feature

At the end of a short or long rest, you can curse up to two weapons you touch. A weapon cursed this way gains the following benefits until you use this feature again or you die:

- It becomes magical, if it isn't already.
- As a bonus action, you can summon one or both of the weapons to your hand if you and the summoned weapon are on the same plane of existence.
- Once per turn when a creature hits with the weapon, the wielder can impose the nondamaging effects of a cantrip it knows onto the target, including additional effects granted to the cantrip by features from its class, race, or other sources. Effects that require a willing target are ignored.

Sane

7th-level Fighter feature

You can't be unwillingly possessed and have advantage on saving throws against being charmed or frightened. At 15th level, you gain immunity to all these conditions.

Accursed Smite

10th-level Fighter feature

When you score a critical hit with a cursed weapon, you can impose the effects of any spell of 5th-level or lower you can cast onto the target. If the effect has a duration, it lasts no longer than 1 minute and doesn't require concentration.

Maleficent

18th-level Fighter feature

Your Athame and other cursed weapons you attack with gain a +1 bonus to attack and damage rolls made with them.

Additional Notes For The Subclass

This page is not required to play the subclass. It offers bonus content and suggestions for implementing it in a world.

Quick Builds

- **Action:** Attack action, Cast a Spell action
- **Bonus Action:** Second Wind
- **Reaction:** Opportunity Attack
- **Movement:** Keep enemies within reach

Witch Knight

You can make a Blackguard Fighter quickly by following these suggestions. First, make Strength your highest ability score, followed by Constitution or Charisma.

- **Equipment:** Component pouch, Heavy armor, Longsword
- **Fighting Style:** Dueling

Subclass Options & Rules

If you need help building a character or you wish to have more character options for the Subclass, you can find it here.

"Sage Advice"

Rulings that should be enforced to properly play the subclass.

Accursed Saving Throws. The target of your Athame and Accursed Smite only ignores the initial saving throw. If an effect has it roll more than one saving throw—such as with the *Hold Person* spell—it still rolls them.

Spellcaster Fighter. A blackguard fighter counts as a spellcaster with the Spellcasting and Pact Magic features for the purpose of any rules, features, and items.

Optional Features

Optional and Replacement features available to the paragon.

Blade Pact. You are treated as having the Pact of the Blade for the purposes of your Blackguard features and treat your Athame as your pact weapon.

Willing Athame. When you use your Athame on a willing creature, you can impose the nondamaging effects of any cantrip you know onto it.

Subclass Implementation

If you are unsure on how to implement the Subclass into your game world, here are some suggestions on how to do so.

Creating Pact Enforcers

To make sure powerful deals not governed by the divine are honored, the otherworldly being may have a pact enforcer keep watch of the deal made. The disposition of the enforcer towards the otherworldly being varies from complete servitude to lawful defiance.

Quests To Be The Subclass

A collection of quests to become the subclass.

Chosen One. A glimmering sword wedged within an anvil makes your stomach sink whenever you look at it. However, the further you move from it, the worse your heart feels. Upon drawing the sword, you are attacked by those that covet the weapon or those that wish to smite anyone that wields it.

Worthwhile Weapon. An otherworldly patron is willing to grant you access to their magic and the authority that comes with it, so long as you prove yourself by slaying a creature of its choice. Depending on the patron, this creature may be one of evil, one troubling the patron, or someone you love.

Quests Involving The Subclass

A collection of quests related to the subclass.

Contract Breaker. A blackguard is currently looking for one of the party members after they had broken a pact they made, knowingly or unknowingly.

Unleash. A blackguard begs the party to break their connection to an otherworldly force. You may do this through force, trickery, or legal rules lawyering.

Fable Slayer Conclave

For those that twist the natural laws of the world in horrific ways, those dedicated to overcoming the threat through knowledge and cunning appear. Fable slayers seek the dangers that go bump in the night and hone both their senses and their techniques to exploit any scant weaknesses the enemy fails to conceal.

Subclass Features

Conclave Spells

3rd-level Ranger feature

This 3rd-level feature replaces the Primeval Awareness feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You learn an additional spell when you reach certain levels in this class, as shown in the Fable Slayer Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level Fable Slayer Spells

3rd	Identify, Protection from Evil and Good
5th	Silence, Zone of Truth
9th	Counterspell, Magic Circle
13th	Banishment, Resilient Sphere
17th	Hallow, Hold Monster

Silver Lining

3rd-level Ranger feature

The cost for you to buy or craft silvered weapons and silvered ammunition is halved.

In addition, when you damage a target with a silvered weapon or silvered piece of ammunition, you gain a +2 bonus to the damage roll and can change the damage type to cold, fire, lightning, or radiant.

Study

3rd-level Ranger feature

The *Identify* spell gains the following benefits for you:

- As a bonus action, you can cast the spell as a ritual, without material components.
- When you cast it as a ritual, you can target a creature you can see, regardless of its distance.
- When you cast it on a creature, you can also learn whether it has any damage immunities, resistances, or vulnerabilities and what they are.

Superior Willpower

7th-level Ranger feature

When you roll a die result of 5 or lower on a contested ability check to resist an effect or on a saving throw, you can reroll it once per check or saving throw and use either total.



ART BY BANDAI NAMCO STUDIOS

Supernatural Nemesis

11th-level Ranger feature

Once on each of your turns when you take the Attack action and hit either a creature you have cast *Identify* on within the last 24 hours or a creature under the effects of a spell, you can choose one of the following options to occur:

- The target has disadvantage on the next saving throw it makes before the start of your next turn.
- You make one additional weapon attack as part of the same action.

Counterslay

15th-level Ranger feature

If a creature you have cast *Identify* on within the last 24 hours forces you to make a saving throw, you can use your reaction to make one weapon attack against it. You make this attack immediately before making the saving throw and can apply the effects of your Superior Willpower to the roll.

On a hit, the target suffers the attack's normal effects and your save automatically succeeds.

Additional Notes For The Subclass

This page is not required to play the subclass. It offers bonus content and suggestions for implementing it in a world.

Quick Builds

- **Action:** Attack action (Supernatural Nemesis)
- **Bonus Action:** Favored Enemy (Study)
- **Reaction:** Counterstrike, Opportunity Attack
- **Movement:** Keep the enemy within your reach

Van Helsing

You can make a Fable Slayer Ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Constitution.

- **Equipment:** Light armor, Shield, Hand crossbow, Whip
- **Fighting Style:** Defense

Subclass Options & Rules

If you need help building a character or you wish to have more character options for the Subclass, you can find it here.

Optional Features

Optional and Replacement features available to the paragon.

Lair Action. *This 20th-level feature replaces the Foe Slayer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.*

The areas in a 30-foot radius around creatures you have cast *Identify* on within the last 24 hours also become your lair.

Further, on initiative count 20 (losing initiative ties), you can take a lair action to cause one of the following effect:

- **Exploit.** Until you use another lair action, you can apply your Silver Lining to any attack made by or at a target within your lair, regardless of whether or not a silvered weapon or silvered piece of ammunition is used.
- **Expose.** You can force a creature you can see within your lair to make a Wisdom saving throw. On a failure, the target reverts to its original form if it was transformed and you can have it take 4d6 damage of a type you can choose with your Silver Lining.

Subclass Implementation

If you are unsure on how to implement the Subclass into your game world, here are some suggestions on how to do so.

Creating Monster Hunters

Whether it'd be for a public pantheon or a nested cult, fable slayers are often found employed or trained by theological institutions. Not only are they brought to fight highly dangerous monsters, but they may also end up fighting the messengers and gods of opposing religions.

Quests To Be The Subclass

A collection of quests to become the subclass.

Last Hope. A beast that's deadly even for you appears in town and forces everyone either into lockdown or into evacuation. Everyone in town looks to you for ways to deal with the beast.

Seal Breaker. Deciphering the call of nature has lead you to a strange area with a symbol carved into the ground. While within the symbol's area, something dangerous attempts to emerge from beneath the seal. Whether or not you're aware of it, there are eyes focused on you.

Quests Involving The Subclass

A collection of quests related to the subclass.

Closet Skeleton. Beneath the church is a powerful lich under the constant watch of various fable slayer rangers and paladins. In order to keep this evil at bay, the party is tasked with either recruiting more people to keep watch or to fight the evil themselves.

Left to Die. A heavily injured fable slayer ranger tells the tavern of a creature they've managed to mark. They refuse to rest until someone deals with the monster but risk dying from blood loss.

Titanic Clash. To take back their rightful place, the old gods are building an army of god hunters. The new gods have employed the party to defend them and possibly end this looming threat.

Unholy Aid. A letter clutched in the hands of a young corpse details their sibling's slow transformation into a monster. In order to save the sibling from a fate worse than death at the hands of one of the church's fable slayers, a party was meant to be enlisted for help.

Spellduggery Roguish Archetype



ome rogues use spells specialized for certain situations to compliment their expertise with stealth, speed, and skullduggery, among other things. For those that are an expert at discerning value, the potent power of magic is not lost on them and is rightfully loved and feared.

Subclass Features

Ambush Magic

3rd-level Rogue feature

You learn ambush spells when you reach certain levels in this class, as shown on the Ambush Spells table. Your spellcasting ability for these spells is Intelligence.

AMBUSH SPELLS

Rogue Level Spells

3rd	<i>Mage Hand, Minor Illusion, Prestidigitation</i>
5th	<i>Charm Person, Fog Cloud</i>
9th	<i>Invisibility, Pass without Trace</i>
13th	<i>Major Image, Glyph of Warding</i>
17th	<i>Dimension Door, Greater Invisibility</i>

You can cast an ambush spell of 1st-level or higher either at its lowest level without expending a spell slot or by expending a spell slot as normal. You can cast each ambush spell of 1st-level or higher once without expending a spell slot and cannot do so again until you finish a long rest.

Whenever you gain a level in this class, you can replace one of these spells with another of the same level from the bard, cleric, druid, sorcerer, warlock, or wizard spell list (choose a spell list when you gain this feature).

Spell Struck

3rd-level Rogue feature

On your turn, you can interact with any object within 5 feet of a target affected or conjured by a spell you cast as if using an open hand—such as planting an object held by the *Mage Hand* spell onto a creature.

Unseen Arcana

9th-level Rogue feature

You can ignore the verbal and somatic components of spells you cast.

In addition, when a creature rolls a 1 on a saving throw made against a spell you cast, you can use your Sneak Attack to have it take force damage equal to a roll of your Sneak Attack dice.

Resourceful Mana

13th-level Rogue feature

You gain two spell slots of a level equal to half your proficiency bonus, rounded up. You regain these spell slots whenever you finish a long rest.

In addition, when you use a common or uncommon magic item, you can expend one of these spell slots in place of expending a charge, provided the magic item has a way to regain charges.

Kleptomancy

17th-level Rogue feature

When you see a creature within 30 feet of you cast a spell that targets you or includes you in its area of effect, you can use your reaction to force it to make a Wisdom saving throw against your spell save DC for your ambush spells. On a failure, the spell is canceled and the target can't cast the canceled spell until 8 hours pass, you use this feature again to cancel another spell, or you use a bonus action to end the effect. You cannot cancel a spell if you have attempted to cancel the same target from casting it within the last 24 hours.

Moreover, while a spell is canceled this way, you can cast it as if it were an ambush spell. Once you cast a spell this way, you cannot do so again until you finish a long rest.

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Additional Notes For The Subclass

This page is not required to play the subclass. It offers bonus content and suggestions for implementing it in a world.

Quick Builds

- **Action:** Attack action, Cast a Spell action
- **Bonus Action:** Cast a Spell action, Cunning Action
- **Reaction:** Cast a Spell action, Kleptomancy, Opportunity Attack
- **Movement:** Keep enemies within range, but stay out of their reach

Magical Trickster

You can make a Spellduggery Rogue quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Intelligence.

- **Equipment:** Dagger, Light armor
- **Expertise:** Insight, Investigation, Sleight of Hand, Stealth
- **Ambush Magic Spell List:** Wizard

"Sage Advice"

Rulings that should be enforced to properly play the subclass.

Spellcaster Rogue. A spellduggery rogue counts as a spellcaster with the Spellcasting and Pact Magic features for the purpose of any rules, features, and items.

Optional Rules & Features

Rulings that dungeon masters may choose to allow or ignore.

Chosen Magic. When choosing a spell list for your Ambush Magic, you can choose any class with a spell list that gains access to 9th-level spells.

Subclass Implementation

If you are unsure on how to implement the Subclass into your game world, here are some suggestions on how to do so.

Creating Mage Hunters

So long as magic can be wielded by creatures, people specialized in fending off and slaying these creatures will exist. Spellduggery rogues often fall into this profession due to their many arcane abilities able to counter mages. This either brings them into guilds to work as a specialist or work alongside other mage hunters, or found taking shelter at an inn pursuing a magical target.

Quests To Be The Subclass

A collection of quests to become the subclass.

Passing the Torch. A vengeful wizard has taken an interest in you and wishes to see if you're worthy of taking on the burden of slaying those that have wronged them. The wizard tests you by tasking you with killing them. Upon doing so, the wizard leaves all their belongings to you in their will which is kept on their body.

Quests Involving The Subclass

A collection of quests related to the subclass.

Magical Encounter. A wizard losing to a high level spellduggery rogue and each side asks the party for help. Should the party help, they are given the spoils of war as the surviving combatant is more concerned about why they had to fight the loser in the first place.

Religious Assassination. The party has been hired to protect the high priestess during their short pilgrimage between several villages meant to strengthen faith.

School of Monsters

These scholars of life view a creature through an arcane lens to fully understand its abilities and capabilities, potentially being able to use it for their own purposes or to know exactly how to eradicate it. These folks commonly sit at the heart of adventuring and hunting guilds.

Subclass Features

Monster Savant

2nd-level Wizard feature

All spells that affect, create, or summon a specific creature type, such as *Detect Evil and Good* and *Conjure Animals*, are known as Monstercology spells and count as wizard spells for you. The gold and time you must spend to copy one of these spells into your spellbook is halved.

In addition, you can treat a corpse as a spell scroll for the purposes of copying a Monstercology spell from it into your spellbook, destroying the corpse in the process. You can choose the spell you copy, so long as it's able to affect, create, or summon the corpse's original creature and it's of a level no higher than the corpse's CR, divided by 4.

Finally, you can speak, read, and write 1 additional languages of your choice.

Arcane Analysis

2nd-level Wizard feature

When you target a creature or corpse with a spell, you can sense its creature type, damage immunities, and condition immunities. If the creature is hidden from divination magic and it cannot be affected, created, or summoned by a Monstercology spell you know, you instead only sense that it's hidden from magic.

Exploit Weakness

2nd-level Wizard feature

When a creature you can see takes damage, you can use your bonus action or reaction have it take extra damage of one of the types dealt equal to your choice of either your Intelligence modifier or the number of Monstercology spells you know of 1st-level or higher that can affect, create, or summon the target (minimum of 0 damage). Once you use this feature, you can't use it again until the start of your next turn.

At 10th level, you can use this feature without an action or reaction.

Adaptive

6th-level Wizard feature

When a spell you cast imposes a condition, you can change the condition to Blinded, Charmed, Deafened, Frightened, Poisoned, or Restrained for the duration of the spell. You can also change the damage dealt by any spell you cast to fire, cold, lightning, radiant, or necrotic damage.

Finally, you can change your list of prepared wizard spells during a short rest the same way you would on a long rest.



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Predicted

10th-level Wizard feature

You can add your Intelligence modifier to your initiative rolls. Alternatively, you can forgo rolling to instead set your initiative count to the number of Monstercology spells you know of 1st-level or higher, provided you aren't surprised.

Knowledge is Power

14th-level Wizard feature

When a creature makes an ability check or saving throw against you or a spell you cast, you can have it only add its ability modifier to the roll.

Additional Notes For The Subclass

This page is not required to play the subclass. It provides bonus content and suggestions for implementing it in the world.

Quick Builds

- **Action:** Cast a Spell action
- **Bonus Action:** Cast a Spell action
- **Reaction:** Cast a Spell action, Exploit Weakness
- **Movement:** Keep enemies within your reach

Blue Mage

You can make a Monsters Wizard quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Constitution.

- **Equipment:** Component pouch
- **Cantrips:** *Chill Touch*, *Fire Bolt*, *Prestidigitation*, *Ray of Frost*, *Shocking Grasp*
- **Spells:** *Find Familiar*, *Gentle Repose*, *Moonbeam*, *Protection from Evil and Good*

Subclass Options & Rules

If you need help building a character or you wish to have more character options for the Subclass, you can find it here.

Optional Rules & Features

Rulings that dungeon masters may choose to allow or ignore.

Copycast. When you use your Monster Savant to copy a spell from a corpse, you may also choose to learn a spell the corpse was able to cast while alive.

Subclass Implementation

If you are unsure on how to implement the Subclass into your game world, here are some suggestions on how to do so.

Creating Adventure Guild Heads

The ability to analyze monsters and their patterns is a key skill required by adventuring companies and any organization that fights monsters. Those with expertise in the School of Monsters are often found filling these higher positions or at least found determining the dangers and difficulties of jobs offered by the guild.

Quests For The Subclass

A collection of quests to become the subclass.

Undying Remains. The corpse of a monster you've recently killed requires constant watch, unless it is given the chance to return to life. Should you find a way to stop the corpse from resurrecting itself, you learn your choice of either the *Lesser Restoration*, *Dispel Magic*, or *Remove Curse* spell as a wizard spell.

Quests From Or About The Subclass

A collection of quests related to the subclass.

Corpse Runners. The head of the adventuring guild asks the party to hunt down a specific monster found only in a specific part of a dungeon and bring its corpse back for study. The shorter time they spend getting the corpse, the higher the payout.

False Difficulty. Several adventurers have not returned from a specific mission, yet the mission's difficulty has not been increased. Should the party investigate, they find that the underpowered adventurers were being used as human sacrifices for a demon summoning.



"Official" Classes

Witch

Created by Kingstarman

A spellcaster that concentrates their curses onto one target.

Coven of Cauldrons

A brewer of liquid spells.

Coven of Cauldrons

Those indoctrinated into the coven of cauldrons use the meeting place between the natural and the supernatural to create a melting pot of effects and remedies. These potioners create suspicious stews and magical brews that grant whatever power or poison they wish.

Subclass Features

Cauldron Bubble

3rd-level Witch feature

Any spell that restores hit points, ends a condition, deals acid damage, or is from the school of transmutation is considered a witch spell for you.

Further, you gain proficiency with alchemist's supplies. You can use it, a vial, or a cauldron as a spellcasting focus for your witch spells.

Toil and Trouble

3rd-level Witch feature

When you use the Ready action to ready a witch spell of 5th-level or lower, you can imbue it into a vial to create a special potion that can be drunk or thrown up to 30 feet with the Use an Object action. While imbued this way:

- You do not need to concentrate on the spell and can have it readied indefinitely. The spell ends after a number of rounds equal to your Wisdom modifier if its original duration was longer (minimum of 1 round).
- The spell can only be released when a creature drinks or is hit by the potion and the spell only targets the drinker or hit target, even if it is no longer within range. You do not need your reaction to release the spell this way.

Once you cast a spell this way again, the potion loses its effect and no longer readies the spell, unless you expend raw materials when you ready the spell. The amount of raw materials you must expend to do so is worth 50 times the spell's level in gp (cantrips requires 10 gp worth of materials).

Jinxed Ingredients

6th-level Witch feature

You gain additional options to use with your jinx feature.

- **Eye of Newt.** When a creature you can see falls under the effects of a potion—such as a potion of healing or a your Toil and Trouble's special potion—you can expend a Jinx die to have the target also be subjected to the effects of one of the following items of your choice: acid, alchemist fire, antitoxin, basic poison, oil, or potion of healing.
- **Toe of Frog.** When a creature you falls under the effects of a potion created using your Toil and Trouble, you can expend a Jinx die to have the target subjected to the spell's full duration as a curse, provided the spell did not require concentration. The spell can still be ended early, such as by conditions outlined in the spell or by targeting the creature with the spell *Remove Curse*.

Suspicious Stew

14th-level Witch feature

When a creature falls under the effects of one of your witch spells, you can impose one of the following options onto the target while it's under the spell's effects:

- **Poison Apple.** It is poisoned and can only benefit from immunity to the condition if it is also immune to curses. You have advantage on saving throws made against creatures poisoned this way.
- **Troll's Blood.** At the start of each of its turns, it can expend one hit die, roll it, and regain a number of hit points equal to the roll + your Wisdom modifier.

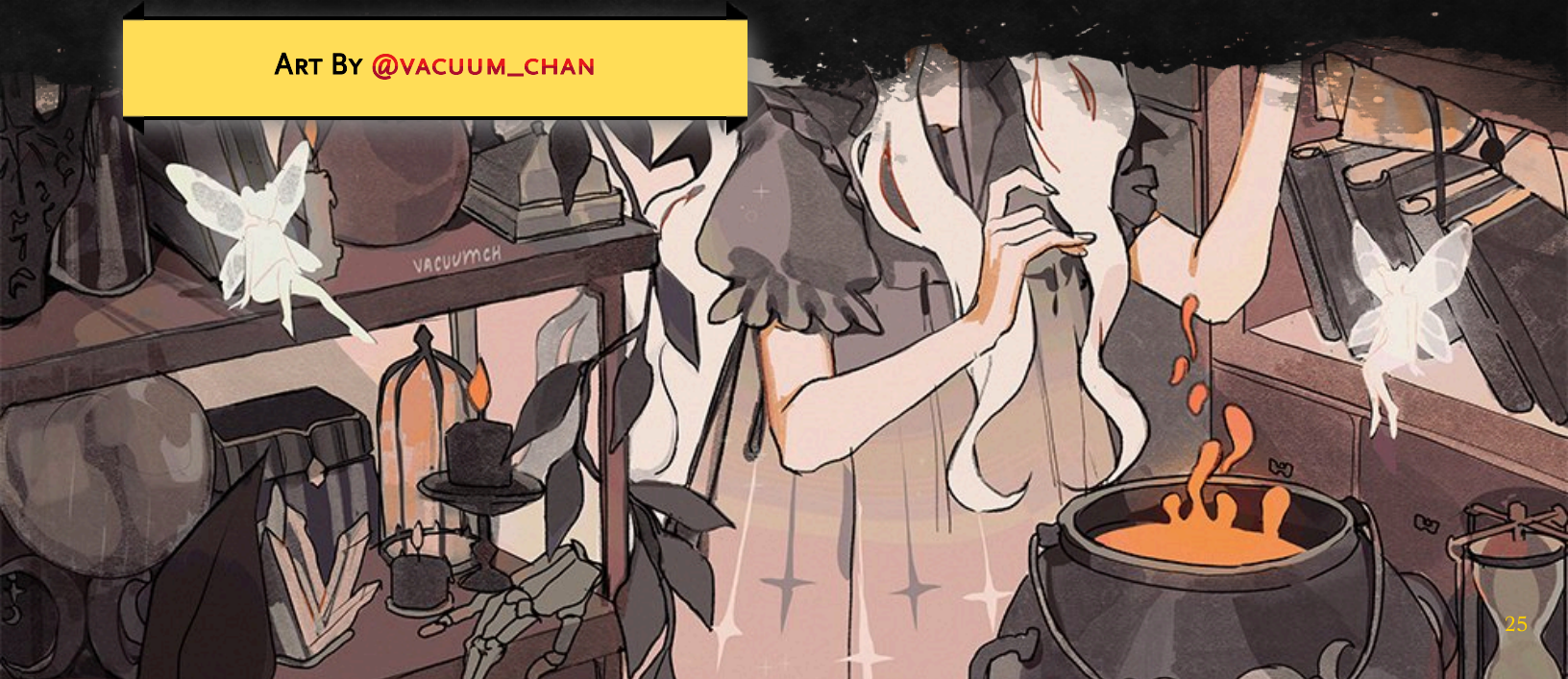
Mixology

18th-level Witch feature

You can ready a spell as a bonus action and can successfully catch any bottle or or vial thrown at you without having it shatter or splash you as a reaction.

Additionally, you no longer need to expend a Jinx die to use your Jinxed Ingredients.

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Additional Notes For The Subclass

This page is not required to play the subclass. It offers bonus content and suggestions for implementing it in a world.

Quick Builds

- **Action:** Cast a Spell action, Jinx, Ready action (Toil and Trouble)
- **Bonus Action:** Cast a Spell action, Jinx, Mixology
- **Reaction:** Cast a Spell action, Mixology
- **Movement:** Stay out of enemy reach

Alchemist

You can make a Cauldron Witch quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Intelligence.

- **Equipment:** Light armor, Alchemist's supplies
- **Cantrips:** *Condemn*^{AGNW}, *Mage Hand*, *Message*, *Minor Illusion*, *Produce Flame*, *Spare the Dying*
- **Spells:** *Charm Person*, *Cure Wounds*, *Enlarge/Reduce*, *Lesser Restoration*, *Protection from Poison*, *Speak with Animals*
- **Jinxes:** Babble, Daze, Ouch, Sticky, Slippery

"Sage Advice"

Rulings that should be enforced to properly play the subclass.

Suspicious Potions. Suspicious Stew can be applied to spells readied using Toil and Trouble.

Subclass Implementation

If you are unsure on how to implement the Subclass into your game world, here are some suggestions on how to do so.

Creating Potioneers & Local Doctors

When integrated into society, cauldron witches can often be found selling potions for profit or protecting villages using medicine they distribute. However, the accursed nature of their brews often ends up with these folks being pushed to the fringes where black market dealing and isolation are much easier to tolerate.

Quests To Be The Subclass

A collection of quests to become the subclass.

Inheritor. A witch tries tempting you into joining her coven. When you accept or kill the witch, the witch curses you with her power and to eventually turn into her.

Quests Involving The Subclass

A collection of quests related to the subclass.

Tyrant Toad. A prince polymorphed into a frog communicates with signs and symbols in the dirt that they must kill the witch that cursed him. When confronting the witch, she insists that the prince deserved to be transformed due to his tyrannical nature.



Extra Player Options

Fighting Style Options

Combat styles desperately learned by those in wormwood.

Spells

A list of spells that plague wormwood.

Feats

Feats used often by Wormwood's scholars.

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Fighting Style Options

Battle Medic

You can treat a weapon as a healer's kit with unlimited uses and can use a healer's kit in place of one attack you make with the Attack action.

- As an action, you can expend one use of a healer's kit to have a creature within 5 feet of you take 1d4 necrotic damage. However, you can allow the target to expend one of its hit dice to instead regain hit points equal to the roll.

Dirty Fighting

Once per turn when you hit with a weapon attack, you can forgo adding your weapon's damage die to the damage roll to have the target blinded, deafened, poisoned, or silenced until the end of its next turn or it takes damage.

- You gain a +2 bonus to damage rolls against creatures that cannot see, cannot move, cannot speak, cannot hear, are poisoned, or you hit with advantage on the attack roll.

Exploitative Fighting

Once on each of your turns when you score a critical hit or hit a target with a damage type it has vulnerability to, you can forgo doubling any damage or damage dice to instead reduce the target's AC by your proficiency bonus (minimum AC of 10) until the start of your next turn.

Flanker

Before an ally attacks a target within 5 feet of you, you can take the Help action as a reaction to grant the ally advantage.

Improvised Fighting

Before you determine if you hit or miss on an attack made with an improvised weapon, you can add any number of the weapon's damage dice to the attack roll. On a hit, each damage die used in the attack roll automatically rolls a 2 for its damage roll.

Jeopardized

Your attack rolls ignore disadvantage imposed by you being poisoned, prone, or restrained.

- You gain a +2 bonus to damage rolls and death saving throws while you have less than half your hit points left.

Martial Arts

Your body is a simple weapon you are proficient with that has the light and finesse properties and that you can wield in each hand to perform two-weapon fighting with. On a hit, you deal 1d8 bludgeoning damage + any relevant modifiers.



Pacifist

While conscious, you subtract your proficiency bonus from damage dealt by you and creatures of your choice that are within 5 feet of you or damaging a target within 5 feet of you.

- When a creature other than you within 5 feet of you is reduced to 0 hit points or reduces another creature to 0 hit points, you can have the damage dealt be nonlethal.

Quickdraw

When you make an initiative roll, you can replace any weapon attack rolls you make before the end of your next turn with your initiative roll. You must choose to do so before the roll, and you cannot score a critical hit by doing so.

- You gain a +2 bonus to your initiative roll.

Resisted Fighting

When you hit a creature only with a damage type it has resistance to, you impose disadvantage on the first saving throw it makes before the end of its next turn.

- You can treat any target you hit as if it has resistance to your attack's damage.

Restful Fighting

When you finish a short or long rest, you and each creature you rest with can grant advantage to one ability check, attack roll, or saving throw it makes of its choice before it finishes a short or long rest.

- The time it takes to finish a short or long rest is halved for you and one creature of your choice that you rest with.

Silvered Fighting

When you deal damage with a silvered weapon or a piece of silvered ammunition, you gain a +1 bonus to the damage roll and can change the damage type dealt by it to radiant.

- Before you make a weapon attack, you can spend 1sp to temporarily silver a weapon or up to 5 pieces of ammunition until the end of your next turn.

Spellblade

You learn two cantrips of your choice from any spell list that require you to make an attack roll. Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you gain this fighting style). Whenever you gain a level in this class, you can replace one of these cantrips with another that meets the same requirements.

Tracker Fighting

When you hit a creature, it creates a trail wherever it moves that disappears at the end of your next turn. As a bonus action, you can see the trail until the end of the current turn. While on the trail, you spend 1 foot of movement for every 2 feet you move and gain a +2 bonus to attack rolls made against the creature making the trail.

Trailblazer

While you aren't wearing heavy armor, you can use a bonus action to create a trail wherever you move on the current turn that disappears at the start of your next turn. Your allies can see the trail and, while on it, spend 1 foot of movement for every 2 feet they move.

Unbetrayed

You have resistance to damage dealt by allies and damage you take originally meant for another target.

Vengeful Fighting

When a creature you can see scores a critical hit on an ally or reduces an ally to 0 hit points, you can use your reaction to make a weapon attack against that attacker.

- When a creature hits an ally you can see, any d20 attack roll you make before the end of your next turn that are against the attacker can be rerolled if the d20 rolled a 1.

Weak Pointer

Once per turn when you hit a creature, you can mark the place you hit the target until the end of your next turn. Any attack made against the mark gains a -2 penalty to the attack roll, but deals an extra 4 damage to the target on a hit.

Spells

Cantrips

Assist Shot

Divination cantrip

Casting Time: 1 action

Range: Self (special radius)

Components: S, M (a ranged weapon worth at least 1 sp)

Duration: 1 round

Spell List: Bard, Cleric

You brandish the weapon used in the spell's casting and make a ranged weapon attack against a target within normal range. On a hit, the target suffers the attack's normal effects. On a miss, the next attack made against the target before the start of your next turn can't gain disadvantage.

At Higher Levels. At 5th level, your ranged weapon attack can't suffer from disadvantage and the target takes 1d6 radiant damage on both a hit or miss. The damage roll increases by 1d6 at 11th level (2d6) and again at 17th level (3d6).

Foretold Strike

Divination cantrip

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 round

Spell List: Bard, Sorcerer, Warlock, Wizard

You extend your hand and point a finger at a target in range, granting you a brief magical insight into the target's defenses. On your next turn, your first attack roll against the target gains advantage and automatically hits the target if it has an AC equal to your Spell Save DC or lower, provided the spell hasn't ended.

Mental Burden

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Spell List: Bard, Sorcerer, Warlock, Witch^{AGNW}, Wizard

Choose a creature within the spell's range. It immediately takes 1d4 psychic damage.

In addition, whenever the target takes damage during the spell's duration, you can have the target take an extra 1d4 psychic damage. You must then make a Constitution saving throw to maintain concentration on the spell, rolling as if you took the target's damage, excluding damage dealt by the spell.

At Higher Levels. Both of the spell's damage rolls increase by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Ritual Blade

Necromancy cantrip

Casting Time: 1 action

Range: Self (special radius)

Components: S, M (a melee weapon worth at least 1 sp)

Duration: 1 minute

Spell List: Sorcerer, Warlock, Witch^{AGNW}, Wizard

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within reach. On a hit, the target suffers the weapon attack's normal effects, and you deal 1d8 necrotic damage to both you and the target that can't be reduced in any way. You then gain temporary hit points equal to the irreducible necrotic damage dealt to the target, which disappear when the spell ends.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target on a hit, and you can choose to increase the irreducible necrotic damage up to 2d8. The maximum irreducible damage increases by 1d8 at 11th level (up to 3d8) and 17th level (up to 4d8).

Spook

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Spell List: Bard, Sorcerer, Warlock, Witch^{AGNW}, Wizard

A creature you can see within range sees you as the thing it fears most. The target must succeed an Intelligence saving throw or be frightened of you until the end of its next turn. The spell ends early if you or the target takes any damage.

Trace

Divination cantrip

Casting Time: 1 reaction, which you take when a creature provokes an opportunity attack from you

Range: Touch

Components: V, S, M (a breadcrumb)

Duration: Instantaneous

Spell List: Wizard

Make a melee spell attack against the creature provoking the opportunity attack. On a hit, the target takes 2d4 force damage and you know its location until the current turn ends.

Warding Strike

Abjuration cantrip

Casting Time: 1 action

Range: Self (special radius)

Components: S, M (a weapon worth at least 1 sp or a natural weapon)

Duration: 1 round

Spell List: Cleric, Druid

You brandish the weapon used in the spell's casting and make an attack with it against one creature within reach or normal range. On a hit, the target suffers the weapon attack's normal effects, and is caught in a protective seal until the start of your next turn. If the target deals damage to you before the spell ends, you can reduce the damage you take by 1d8, ending the spell.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target on a hit, and the damage reduced increases to 2d8. Both the rolls increase by 1d8 at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

Witch Wire

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a metal coil)

Duration: Concentration, up to 1 round

Spell List: Sorcerer, Warlock, Witch^{AGNW}, Wizard

Make a ranged spell attack against a creature within range. On a hit, the target takes 1d8 lightning damage and a sustained arc of lightning forms between you and the target until the end of your next turn. For the duration of the spell, you can use your action to deal 1d12 lightning damage to the target automatically and extend the spell's duration by 1 round. The spell ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. Both damage rolls increase by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

1st-Level Spells

Allies to Enemies

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a blue or red scarf)

Duration: Concentration, up to 1 minute

Spell List: Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

You force one creature of your choice within range to succeed a Wisdom saving throw or be charmed by you for the spell's duration. A creature charmed this way treats any uncharmed creature it considered an ally before the spell was cast as a hostile enemy instead.

At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target. The spell also ends if you deal damage to it. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Arcane Arm

1st-level transmutation

Casting Time: 1 action (ritual)

Range: Touch

Components: V, S

Duration: 8 hours

Spell List: Ranger, Sorcerer, Warlock, Wizard

You touch a weapon. Until the spell ends, that weapon becomes a magic weapon, if it isn't already. When you attack with the weapon, you can use your spellcasting ability, instead of Strength or Dexterity, for the attack and damage rolls. The spell ends if you cast it again.

Dream Eater

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Spell List: Warlock, Witch^{AGNW}

You drive your hand into the mind of a creature to scoop out their life essence. Make a melee spell attack against a creature. On a hit, the creature takes 3d4 psychic damage and you regain a number of hit points equal to half the damage dealt. If the creature you attack is unconscious, you deal the maximum amount of damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the psychic damage increases by 2d4 for each slot level above 1st.

Dueling Smite

1st-level enchantment

Casting Time: 1 bonus action, which you take immediately after you hit a target with a melee weapon attack

Range: Self

Components: V

Duration: 1 minute

Spell List: Ranger, Paladin

Your attack deals an extra 2d6 psychic damage and the target has disadvantage on attack rolls it makes against creatures other than you for the spell's duration. At the end of each of the target's turns, it can make a Wisdom saving throw to end the spell early on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd. When you use a spell slot of 3rd level or higher, the target can no longer make Wisdom saving throws to end the spell early.

Freezing Strike

1st-level evocation

Casting Time: 1 bonus action, which you take immediately after you hit a target with a weapon attack

Range: Self

Components: V

Duration: 1 minute

Spell List: Ranger

Your attack deals an extra 2d6 cold damage and the target's speed is halved for the spell's duration. At the end of each of the target's turns, it can make a Constitution saving throw to end the spell early on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial extra damage increases by 1d6 for each slot level above 2nd. When you use a spell slot of 3rd level or higher, the target takes 1d6 cold damage at the start of each of its turns it takes while under the spell's effects.

Reveal Strike

1st-level divination

Casting Time: 1 reaction, which you take when a creature within range misses an attack

Range: 60 feet

Components: V, S

Duration: Instantaneous

Spell List: Bard, Paladin, Ranger, Sorcerer, Warlock, Wizard

The attacker that missed provokes an opportunity attack from another creature of your choice that you can see within range. On a hit, the target suffers the attack's normal effects and takes an extra 2d4 damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 3d4 for each slot level above 1st.

Venomous Strike

1st-level transmutation

Casting Time: 1 bonus action, which you take immediately after you hit a target with a weapon attack

Range: Self

Components: V

Duration: 1 minute

Spell List: Ranger, Warlock

Your attack deals an extra 2d6 poison damage and the target must succeed a Constitution saving throw or be poisoned for the spell's duration. At the end of each of the target's turns, it can repeat the saving throw, ending the spell early on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

2nd-Level Spells

Maddening Smite

2nd-level enchantment

Casting Time: 1 bonus action, which you take immediately after you hit a target with a weapon attack

Range: Self

Components: V

Duration: 1 minute

Spell List: Paladin, Warlock

Your attack deals an extra 1d6 psychic damage and the target is cursed for the spell's duration. A creature cursed this way gains one of the following effects, which you choose when you cast this spell:

- **Daze.** The target cannot take reactions and can only do one of the following on each of its turns: take an action, use a bonus action, or move.
- **Muddle.** The target cannot maintain concentration on any effect and has disadvantage on the first attack roll it makes each turn.
- **Pain.** The target takes 2d6 psychic damage at the start of each of its turns.

At the end of each of the target's turns, it can make a Wisdom saving throw to end the spell early on a success. A *Remove Curse* cast on the target also ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial extra damage increases by 1d6 for each slot level above 2nd.

Mimic

2nd-level divination

Casting Time: 1 reaction, which you take when you see a creature other than you makes an ability check or attack roll

Range: Self

Components: V, S

Duration: Instantaneous

Spell List: Bard, Ranger, Sorcerer, Wizard

You immediately make the same ability check or attack roll as the triggering creature on a target you choose. The d20 is treated as the same result as the triggering creature's roll, but uses your ability modifiers and proficiencies instead of the triggering creature's as normal.

If you trigger the spell on an attack roll, you use a weapon or cantrip of your choice instead of the same weapon or spell used by the triggering creature. You use your normal ability on the attack and damage roll with the weapon or cantrip's ability as normal instead of the ability used by the triggering creature's roll. A cantrip cast this way must require you to make an attack roll and is cast as if you were 1st level.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, any ability check, attack roll, or damage roll you make as a part of casting the spell gains a +1 bonus for every two slot levels above 2nd.

Scale Breaker

2nd-level transmutation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

Spell List: Ranger, Wizard

Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, it takes 2d4 force damage and its AC is reduced by the same amount until the end of your next turn. The spell cannot reduce a creature's AC below 5.

If you target a dragon or a creature with scales, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for every two slot levels above 2nd.

3rd-Level Spells

Baleful Smite

3rd-level enchantment

Casting Time: 1 bonus action, which you take immediately after you hit a target with a weapon attack

Range: Self

Components: V

Duration: 1 minute

Spell List: Paladin, Warlock

Your attack deals an extra 3d8 necrotic damage and the target must succeed a Wisdom saving throw or be cursed for the spell's duration. All your attacks deal an extra 1d8 necrotic damage to targets cursed this way.

You can end this spell early as a bonus action to have the target be frightened of you until the end of your next turn.

At the end of each of the target's turns, it can repeat the saving throw, ending the spell early on a success. A *Remove Curse* cast on the target also ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial extra damage increases by 1d8 for each slot level above 3rd.

4th-Level Spells

Oiling Strike

4th-level conjuration

Casting Time: 1 bonus action, which you take immediately after you hit a target with a weapon attack

Range: Self

Components: V

Duration: 1 minute

Spell List: Ranger, Warlock

Your attack deals an extra 4d8 acid damage and the target is oiled for the spell's duration. An oiled creature takes 1d8 acid damage at the start of each of its turns and whenever it takes fire damage from another source. The source of the fire damage can choose to have the extra acid damage dealt be fire damage instead.

At the end of each of the target's turns and as an action the target can take on its turns, it can make a Constitution saving throw, ending the spell early on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial extra damage increases by 1d8 for each slot level above 4th.

Sixth Sense

4th-level divination

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a shred of goose skin)

Duration: 1 minute

Spell List: Paladin, Ranger, Sorcerer, Warlock, Wizard

You grant a creature you touch the ability to see through the supernatural and certain deceptions. For the duration, the target sees invisible creatures and objects as if they were visible, and can see into the Ethereal Plane. Any attack it makes against these creatures and objects can't gain disadvantage. Ethereal creatures and objects appear ghostly and translucent.

Further, the target's attacks deal 3d4 extra damage, plus another 2d4 if the target is disguised, glowing, hiding, invisible, or on the Ethereal Plane.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the extra damage increases by 1d4 for each slot level above 4th.

5th-Level Spells

Doom

5th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a broken hourglass)

Duration: Concentration, up to 1 minute

Spell List: Cleric, Sorcerer, Warlock

You force a creature within range to succeed a Charisma saving throw or become exposed to a degenerative fate you foresee. For the duration of the spell, before either the target makes an ability check, attack roll, or saving throw or you make one of the listed rolls against the target, you can use a 15 for the result of the d20 roll. Once you replace a roll this way, you can't do so again until the start of your next turn.

Further, the number used to replace the d20 is reduced by 1 (minimum of 1) at the start of each of your turns.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the starting number used to replace the d20 is reduced by 1 for each spell slot above 5th level.

Dooming Smite

5th-level necromancy

Casting Time: 1 bonus action, which you take immediately after you hit a target with a weapon attack

Range: Self

Components: V

Duration: 1 minute

Spell List: Ranger, Paladin, Warlock

Your attack deals an extra 5d10 necrotic damage and the target must succeed a Constitution saving throw or is cursed with one level of exhaustion for the spell's duration. When a creature exhausted this way rolls a 17–19 on an ability check, attack roll, or saving throw, it must reroll the die and use the new result, even if it is also a 17–19.

At the end of each of the target's turns, it can repeat the saving throw, ending the spell early on a success. A *Remove Curse* cast on the target also ends this spell early.

Slumbering Strike

5th-level enchantment

Casting Time: 1 bonus action, which you take immediately after you hit a target with a weapon attack

Range: Self

Components: V

Duration: 1 minute

Spell List: Ranger, Paladin, Warlock

Your attack deals an extra 5d10 psychic damage and the target must succeed a Constitution saving throw or fall unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to being charmed automatically succeed the saving throw.

At the end of each of the target's turns, it can repeat the saving throw, ending the spell early on a success.



Feats

Alchemist

Prerequisite: None

Repeatable: No

You gain the following benefits:

- You gain proficiency with alchemist's supplies.
- When you make a damage roll for an alchemical item—such as acid, alchemist's fire, oil, perfume, or soap—and roll a 1 on a damage die, you can reroll the die and add both rolls to the total damage dealt.
- During a long rest, you can use alchemist's supplies to craft any alchemical item in that time at half the normal cost. Alternatively, you can use alchemist's supplies and 50gp worth of raw materials to craft a combined number of acid and alchemist's fires equal to your proficiency bonus.

Apothecary

Prerequisite: None

Repeatable: No

You gain the following benefits:

- You gain proficiency with the herbalism kit.
- When you make a roll to restore hit points for an item and roll a 1 on a die, you can reroll the die and add both rolls to the total hit points restored.
- During a long rest, you can use a herbalism kit to craft any herbal or restorative item—such as antitoxin, candle, healer's kit, or potion of healing—in that time at half the normal cost. Alternatively, you can use a herbalism kit and 50gp worth of raw materials to craft a number of potions of healing equal to your proficiency bonus.

Coat of Arms

You gain the following benefits:

- You gain proficiency with your choice of the poisoner's kit or alchemist's supplies.
- Any damage you deal with a coated weapon ignores resistances to damage types dealt by the coat.
- You can coat a weapon or piece of ammunition in oil or poison as bonus action or as a part of making an attack with it. If the oil or poison was crafted by you, the first attack that hits with the coated weapon deals an extra 1d8 damage of a type you choose that is dealt by the attack.

Cold Iron

Prerequisite: None

Repeatable: No

To hunt vermin of folklore, you gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You gain proficiency in your choice of either the Arcana, History, Investigation, Nature, Religion, or Survival skill.
- The cost of buying, crafting, and coating silvered ammunition or weapons is halved.
- When you damage a target with a silvered weapon or ammunition, you can change the damage type to force, psychic, or radiant and can learn whether the target has any damage immunities, resistances, or vulnerabilities and what they are.

Cook

Prerequisite: None

Repeatable: No

You gain the following benefits:

- You gain proficiency with cook's utensils if you don't already have it.
- As a part of a short or long rest, you can cook a meal that can be split into a number parts equal to your level + your proficiency bonus. At the end of the rest, each part eaten by a creature increases its hit point maximum and current hit points by 1 until it finishes a short or long rest.

Dungeoneer

Prerequisite: None

Repeatable: No

You gain the following benefits:

- You gain proficiency in your choice of either the Investigation, Perception, or Survival skill.
- You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. If you already have darkvision, its range increases by 30 feet.
- While not incapacitated, you have resistance to damage from a source not directly caused by a creature such as the terrain or a trap.

Gambler

Prerequisite: None

Repeatable: No

You know when to weigh risks for rewards. Before you roll an ability check, attack roll, or saving throw, you can choose to gamble on it. A roll you gamble on treats a roll of 18 or higher as a 20 and a roll of 16 to 17 as both a 1 and a failure.

Horde Warrior

Prerequisite: None

Repeatable: No

When you take the Attack action, you can forgo any number of attacks to choose one of the following areas:

- A 15-foot cone originating from you.
- A 5-foot radius centered on you.
- A 1 foot wide and 30 feet long line originating from you.

All other creatures in the chosen area must succeed a Dexterity saving throw (DC equals 8 + your proficiency bonus + your choice of either your Strength or Dexterity modifier) or take 1d8 damage of a type used by one of your weapon attacks for each forgone attack and be considered hit by one attack shared between the targets for the purpose of any features that do not deal damage or restore hit points.

Iron Will

Prerequisite: None

Repeatable: No

You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain resistance to psychic damage.
- You have advantage on saving throws against being charmed or frightened.

Monkey Grip

Prerequisite: Strength of 13 or higher

Repeatable: No

Your immeasurable grip grants you the following benefits:

- You can't be disarmed unless you are incapacitated.
- You can use one hand to wield any object as if you were using both hands. Only one hand can gain this benefit at any time and you cannot perform two weapon fighting while doing so.

Pocket Change

Prerequisite: None

Repeatable: No

No matter the circumstance, you always seem to find money. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Whenever you finish a long rest, you find a number of gp equal to your level.

Tavern Drinker

Prerequisite: None

Repeatable: No

The amount of time you've spent drinking has let you know your way around a bottle. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You can drink a potion as a bonus action.
- You have advantage on saving throws you make to avoid or end the poisoned condition on yourself.

Toxic

Prerequisite: None

Repeatable: No

You gain the following benefits:

- Your damage rolls ignore resistance to poison damage and you can change any damage you deal to poison damage.
- You can apply a poison to a weapon or up to 10 pieces of ammunition as a bonus action.
- You gain proficiency with the poisoner's kit. During a long rest, you can use a poisoner's kit to craft any poison in that time at half the normal cost. Alternatively, you can use a poisoner's kit and 50gp worth of raw materials to craft a number of basic poisons equal to your proficiency bonus.





Equipment

Armor

Weapons

Alchemical Items

Chemicals bound by science so that madness cannot wield it.

Poisons

Bodily degeneratives that give hope to those that wield it.

Magic Items

Cursed Items

Armor

ARMOR TABLE

Armor	Properties	Armor Class	Strength	Stealth	Weight (lbs)	Price (gp)
Shields						
Buckler	Special	+1	–	–	2	5.00
Greatshield	Special	+2	Str 15	Disadvantage	45	50.00

List of Armor

Buckler

shield, worth 5 gp

Properties: Special

AC: +1

Stealth: –

Weight: 2 lbs

A small round shield that grants duelists decent defenses.

You gain proficiency with this shield if you have proficiency with light armor.

Special. When you are wielding a buckler and a creature you can see hits you, you can use your reaction to add half your proficiency bonus to your AC against that attack, potentially causing it to miss. Further, when you use a feature that grants you a bonus to your AC as a reaction, you can also add half your proficiency bonus to your AC until the end of the current turn.

Greatshield

shield, worth 50 gp

Properties: Special

AC: +2

Stealth: Disadvantage

Weight: 45 lbs

A large heavy shield that grants the body good coverage.

You gain proficiency with this shield if you have proficiency with heavy armor.

Special. You gain a bonus to Dexterity saving throws equal to the AC bonus of the greatshield.

Weapons

WEAPONS TABLE

Weapon	Properties	Damage	Weight (lbs)	Price (gp)
<u>Simple Melee Weapons</u>				
Billhook	Reach, Two-handed	1d6 Slashing	3	1.00
Boomerang	Finesse, Special, Thrown (60/120)	1d4 Bludgeoning	1	0.50
<u>Simple Ranged Weapons</u>				
Pocket Sand	Special, Thrown (5/15)	–	0	0.01
<u>Martial Melee Weapons</u>				
Chakram	Finesse, Light, Thrown (20/60)	1d6 Slashing	1	5.00
Gauntlet	Finesse, Light	1d6 Bludgeoning	1	5.00
Trident, Alternative	Thrown (range 20/60), Versatile (1d10)	1d8 Piercing	5	5.00

List of Weapons

Billhook

simple melee weapon, worth 1 gp

Properties: Reach, Two-handed

Damage: 1d6 Slashing

Weight: 3 lbs

A long pole with a hook attached to one end that is often used to cut trees, shrubs, and branches.

Boomerang

simple melee weapon, worth 5 sp

Properties: Finesse, Special, Thrown (60/120)

Damage: 1d4 Bludgeoning

Weight: 1 lb

A curved flat piece of wood.

You gain proficiency with this weapon if you have proficiency with Javelins.

Special. After the boomerang is used to make a ranged attack, it immediately returns to the attacker's hand.

Chakram

martial melee weapon, worth 5 gp

Properties: Finesse, Light, Thrown (20/60)

Damage: 1d6 Slashing

Weight: 1 lb

A large ring with a bladed outer edge.

You gain proficiency with this weapon if you are a Monk or Rogue. Monks consider this weapon a monk weapon.

Gauntlet

martial melee weapon, worth 5 gp

Properties: Finesse, Light

Damage: 1d6 Bludgeoning

Weight: 1 lb

A plated piece of hand armor.

You gain proficiency with this weapon if you have proficiency with improvised weapons.

Pocket Sand

simple ranged weapon, worth 1 cp

Properties: Special, Thrown (5/15)

Damage: –

Weight: 0 lbs

A small pile of sand.

You gain proficiency with this weapon if you have proficiency with improvised weapons.

Special. On a hit, the target is blinded until the start of its next turn.

Trident, Alternative

martial melee weapon, worth 5 gp

Properties: Thrown (range 20/60), Versatile (1d10)

Damage: 1d8 Piercing

Weight: 5 lbs

A three-pronged spear.

Esoteric Weapons

All weapons have esoteric variants worth 100 gp more than the original weapon. Esoteric weapons deal your choice of either psychic damage or its original damage type instead of their original damage types.

Psuedopod Weapons

All weapons have psuedopod variants worth 100 gp more than the original weapon. When you hit with a psuedopod weapon on your turn, the target's speed is reduced by 5 feet until the end of its next turn. Additionally, the weapon can be transformed into a bracer and back as a bonus action or as a part of rolling initiative.

Alchemical Items

Crafting Alchemical Items

Alchemical items can be crafted with alchemist's supplies. When you craft an item using the tools, you can choose to replace any DC set by the item with 8 + your proficiency bonus + your Intelligence modifier.

List of Alchemical Items

Bottled Rust, Flask

adventuring gear (consumable), worth 200 gp

When opened or shattered—which a creature can do with the Use an Object action—a gray ooze is created in a space within 5 feet of the flask. The grey ooze follows any command given to it, prioritizing the most recent command it was given, and dies after 8 hours pass.

Corpse Candle

adventuring gear (consumable), worth 100 gp

When lit—which a creature can do with the Use an Object action—the candle sheds no light and produces a putrid smell in a 30-foot radius that has any creature within the area be treated as undead instead of its original creature type.

Cryo Bomb, Flask

adventuring gear (consumable), worth 50 gp

As an action, you can throw this flask up to 20 feet, shattering on impact. Make a ranged attack against a creature or object, treating the cryo bomb as an improvised weapon. On a hit, the target takes 2d6 cold damage and its speed is reduced by 10 feet until the end of its next turn.

Halo Brew, Flask

adventuring gear (consumable), worth 500 gp

When a creature drinks this potion—which it can do with the Use an Object action—its creature type changes to fiend for 10 minutes. While a creature is transformed this way, it gains the following effects:

- It gains a bonus to its saving throws equal to the number of allies within 30 feet of it (maximum of +3).
- It gains vulnerability to necrotic damage and resistance to force and radiant damage.
- When it takes damage from a celestial, it takes necrotic damage instead of the damage's normal damage type.

Madness Formula, Flask

adventuring gear (consumable), worth 500 gp

When a creature drinks this potion—which it can do with the Use an Object action—its creature type changes to aberration for 10 minutes. While a creature is transformed this way, it gains the following effects:

- Any disadvantage it gains instead grants it advantage and vice versa.
- It gains vulnerability to psychic damage; resistance to acid and cold damage; and immunity to being charmed or frightened.
- When it is hit by a salted weapon, it takes psychic damage instead of the weapon's normal damage type.

Potion of Fury, Flask

adventuring gear (consumable), worth 500 gp

When a creature drinks this potion—which it can do with the Use an Object action—its creature type changes to monstrosity for 10 minutes. While a creature is transformed this way, it gains the following effects:

- It gains a bonus to its damage rolls equal to the number of hostile creatures within 30 feet of it (maximum of +3).
- It gains vulnerability to force damage and resistance to bludgeoning, piercing, and slashing damage.
- When it is hit by a silvered weapon, it takes force damage instead of the weapon's normal damage type.

Resolute Tincture, Vial

adventuring gear (consumable), worth 250 gp

You can drink this vial as an action to gain immunity being charmed or frightened, but also gain vulnerability to psychic damage. This effect wears off after 1 hour.

Sun Bomb, Flask

adventuring gear (consumable), worth 75 gp

As an action, you can throw this flask up to 20 feet, shattering into light on impact. Make a ranged attack against a creature or object, treating the sun bomb as an improvised weapon. On a hit, the target takes 2d6 radiant damage and is blinded until the end of its next turn, provided it can see. This damage is doubled if the target has darkvision, sunlight sensitivity, or takes damage while in sunlight.

Tangle Bomb, Flask

adventuring gear (consumable), worth 50 gp

As an action, you can throw this flask up to 20 feet, shattering on impact. Make a ranged attack against a creature or object, treating the tangle bomb as an improvised weapon. On a hit, the target is restrained for 1 minute.

The target can make a DC10 Strength saving throw at end of each of its turns, ending the condition on a success.

Transmuter Oil, Flask

adventuring gear (consumable), worth 100 gp

You can drink this oil as an action or spend 1 minute coating 1 weapon or up to 10 pieces of ammunition in oil. Any damage dealt by anyone that drinks the oil or anything coated in the oil changes to a type determined when the oil is obtained (typically fire) and gains a +1d4 bonus. After 1 hour, the oil's effects wear off.

Further, you can permanently coat 1 weapon or up to 10 pieces of ammunition in transmuter oil over the course of 1 hour. Weapons and ammunition coated this way only gain the benefits of a changed damage type and can choose whether or not to use it. You cannot permanently coat a single object in transmuter oil more than once.

Damage Type	Colloquial Name
Acid	Flytrap Bile
Bludgeoning	Crumble Varnish
Cold	Liquid Zero
Fire	Flashfire Flask
Force	Primordial Soup
Lighting	Eel Brine
Necrotic	Vampire's Bite
Piercing	Crocodile Tears
Poison	Sickening Coat
Psychic	Cup of Occult
Radiant	Exorcist Oil
Slashing	Sundering Alcohol
Thunder	Resonance Polish

Vanquisher Elixir, Flask

adventuring gear (consumable), worth 500 gp

When a creature drinks this potion—which it can do with the Use an Object action—its creature type changes to monstrosity and it treats the immunities of any target it hits as resistances instead. This effect wears off after 1 minute.

Poisons

Crafting Poisons

Poisons can be crafted with the poisoner's kit. When you craft an item using the tools, you can choose to replace any DC set by the item with 8 + your proficiency bonus + your Intelligence modifier.

List of Poisons

Airlock Gas

inhaled poison (consumable), worth 250 gp

A creature subjected to this poison must succeed a DC15 Constitution saving throw or be poisoned for 1 minute. A creature poisoned this way runs out of breath and is suffocating.

The poisoned creature can repeat the saving throw at end of each of its turns, ending the poison on a success.

Bloodless Bloodlust

injury poison (consumable), worth 500 gp

A creature subjected to this poison must succeed a DC15 Constitution saving throw or gain vulnerability to necrotic damage for 1 hour. A creature vulnerable this way also halves any hit points it would regain and any temporary hit points it would receive.

Daydream Haze

injury poison (consumable), worth 100 gp

A creature subjected to this poison must succeed a DC13 Constitution saving throw or be dazed for 1 minute. A dazed creature cannot take reactions and can only do one of the following on each of its turns: take an action, use a bonus action, or move.

The dazed creature can repeat the saving throw at end of each of its turns, ending the poison on a success.

Fear Tactics

contact poison (consumable), worth 100 gp

A creature subjected to this poison must succeed a DC15 Constitution saving throw or be frightened for 1 minute. A creature frightened this way takes 1d6 psychic damage at the start of each of its turns.

The frightened creature can repeat the saving throw at end of each of its turns, ending the poison on a success.

Lead Shackles

injury poison (consumable), worth 50 gp

A creature subjected to this poison must succeed a DC11 Constitution saving throw or fall prone and can't get up from prone for 1 minute.

The prone creature can repeat the saving throw at end of each of its turns, ending the poison on a success.

Magical Malice

ingested poison (consumable), worth 500 gp

A creature subjected to this poison must succeed a DC13 Constitution saving throw (it can choose to fail) or be poisoned for 1 hour. A creature poisoned this way ignores the effects of any spells or curses it is currently under.

The poisoned creature can repeat the saving throw at end of each of its turns, ending the poison on a success.

A creature permanently falls under the effects of the poison if it falls under the poison's effects for the full duration every day for one year.

Poisonous Insecurity

injury poison (consumable), worth 1000 gp

A creature subjected to this poison must succeed a DC11 Constitution saving throw (it can choose to fail) or lose any immunities it has to poison damage, the poisoned condition, and disease for 1 minute.

The creature can repeat the saving throw at end of each of its turns, ending the poison on a success. If a target's saving throw is successful or the poison ends for it, the target is immune to the poison for the next 24 hours.

Potion of Tranquility

ingested poison (consumable), worth 250 gp

A creature subjected to this poison must succeed a DC11 Constitution saving throw (it can choose to fail) or be deafened for 1 hour. A creature deafened this way is immune to thunder damage.

Spell Smother

contact poison (consumable), worth 500 gp

A creature subjected to this poison must succeed a DC13 Constitution saving throw (it can choose to fail) or be poisoned for 1 minute. A creature poisoned this way has disadvantage on saving throws against curses and spells.

The poisoned creature can repeat the saving throw at end of each of its turns, ending the poison on a success.

Magic Items

Armory Tome

rare armor (any, requires attunement by a creature with the ability to cast at least one spell), worth 1500 gp

As an action, you can say the item's command word to transform the spellbook into medium armor that you can don as a part of the same action. The AC granted by the armor is equal to the number of different spells of 1st-level or higher written into the tome (maximum of 18 AC). By saying the command word again as an action, you can revert the armor back into a tome which appears in your hand or the nearest unoccupied space within 5 feet of you.

Further, you can cast any spell written in the spellbook as if you were using a spell scroll and automatically succeed the ability check made to cast the spell. Doing so removes the spell from the tome.

Omen Eye Flower

uncommon magic item, worth 100 gp

When you make a saving throw against being cursed, you can crush the flower to gain advantage on the roll, potentially turning a failure into a success. Once the flower is crushed, it becomes inert.

Potion of Mana

varied rarity potion, worth varies

You regain a spell slot when you drink this potion. The level of the spell slot is determined by the potion's rarity and you can choose to regain a lower level spell slot instead. You lose this spell slot if you still have it after finishing a long rest.

Rarity	Slot Level	Price (gp)
Uncommon	1st	250.00
Rare	2nd	500.00
Very Rare	3rd	1,000.00
Legendary	4th	2,500.00

Ring of Restoration

uncommon ring, worth 500 gp

A gold ring gilded with an magical diamond worth 300 gp.

The ring has a pool of healing power equal to 5 times your proficiency bonus that replenishes when you take a long rest. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. This has no effect on undead and constructs.

Spell Stick

common wand, worth 50 gp

This wand contains one cantrip. Any creature holding the wand can cast the cantrip (+0 spell attack bonus, spell save DC10).

Wand Hilt

common wand, worth 50 gp

When you cast a spell that requires you to make a ranged spell attack, you instead make a melee spell attack against a target within 5 feet of you as you shape the magic into a blade that sprouts from the wand.

Cursed Items

Ego Weapon

rare cursed weapon (any, requires attunement), worth 750 gp

While attuned to this weapon, you can't be disarmed of the weapon and must take the Use An Object action to let go of it.

Further, when you are forced to make a Charisma saving throw against an effect, you can use your reaction to make a weapon attack roll with the weapon against the DC instead. On a success, you take no damage and can have the source of the effect suffer the weapon attack's normal effects.

Curse. This item is cursed. Attuning to it curses you until you are targeted by the *Remove Curse* spell or similar magic. Whenever you fail a Charisma saving throw or become frightened, you take psychic damage equal to the highest result of your largest hit die.

Story of Pride. *Those that wish for their name to be remembered throughout time may burden their descendants with the duty of keeping it alive. Unconsciously, their arrogance can be imbued into object.*

Fury Weapon

uncommon cursed weapon (any, requires attunement), worth 500 gp

Whenever you hit with an attack made with the weapon that had disadvantage on the attack roll, you treat the weapon's damage dice as rolling their maximum result.

In addition, while attuned to this weapon, being charmed or frightened imposes the following consequences instead of its normal effects:

- You can only gain advantage on ability checks, attack rolls, and saving throws that target the source of your condition.
- You can't willingly move further away from the source of your condition.

Curse. This item is cursed. Attuning to it curses you until you are targeted by the *Remove Curse* spell or similar magic. Your initiative is determined using a Wisdom saving throw instead of a Dexterity check and is also rolled against a DC of 15. On a failure, you are frightened of a random ally for 1 minute or until you are frightened or charmed by another creature. You can repeat the saving throw at the end of each of your turns, ending the condition on a success.

Story of Wrath. *Those burdened with malice and hatred force others to deal with this immense emotion. Whether they know it or not, this same emotion is forced to linger in the instruments of their fury.*

Ring of Perfection

very rare cursed ring (requires attunement), worth 25,000 gp

While attuned to this item, your proficiency bonus increases by 2 and you can reroll any die you roll that results in a 1.

Curse. This item is cursed. Attuning to it curses you until you are targeted by the *Remove Curse* spell or similar magic. You can't be considered willing or an ally; and you can't consider others as an ally.

Story of Pride. Not even the binding contract of a wedding ring could make duke Abel any less vain.

Silver Rib Cage

rare cursed armor (any medium armor), worth 1,000 gp

While a creature is within 5 feet of you and you are wearing the armor while conscious, the creature loses any resistance it has to bludgeoning damage and gains vulnerability to the damage type. This armor has no effect on targets with immunity to bludgeoning damage.

Curse. This item is cursed. Attuning to it curses you until you are targeted by the *Remove Curse* spell or similar magic. You fall under the armor's effects even while unconscious.

Story of Greed. Right before Ebenn died, he refused to let anyone take his crown jewel and swallowed it out of spite. His wish to screw over anyone that came to attack him disintegrated his body into silver bones that—while indestructible—scorned anyone that approached it.

Vampire Mask

rare cursed item (requires attunement), worth 1,000 gp

A realistic bat mask with long fangs stained slightly red.

While attuned, you can cast the spells *Charm Person* and *Misty Step* without expending a spell slot. Charisma is your spellcasting ability for these spells.

Further, if you finish a long rest with a corpse that could use spells, you can choose to replace one of the item's spells with a spell the corpse knew of the same level that is also on the sorcerer or warlock spell list. Once you do, the corpse turns to ash and is destroyed.

Curse. This item is cursed. Attuning to it curses you until you are targeted by the *Remove Curse* spell or similar magic. Whenever you cast a spell of 1st-level or higher without expending a spell slot, your hit point maximum is reduced by the spell's level times your proficiency bonus. This reduction lasts until you finish a long rest and can't be ended early or prevented. If casting the spell reduces your hit point maximum to 0, you die after the spell is cast.

Story of Envy. Celeste could not cope with her sister being better than her in every possible way. As such, Celeste's greatest moment of weakness ended with her suffocating that same sister and ruining her kin's reputation after death.

Warden Shield

uncommon cursed armor (shield, requires attunement), worth 500 gp

When a creature you can see within 15 feet of you hits with an attack or is hit by an attack, you can use your reaction to move to an unoccupied space within 5 feet of it and have the attack hit you instead. You do not need to use a reaction if the attack scores a critical hit.

You can also turn any attack that hits you into a critical hit.

Curse. This item is cursed. Attuning to it curses you until you are targeted by the *Remove Curse* spell or similar magic. When you use the Help action to grant advantage against a creature, that creature also has advantage on the first attack roll it makes against you before the start of your next turn.

Story of Envy. Eris could never get over how her protection of those around her would be glossed over in favor of her companion's swordsmanship. Just for the chance to steal their spotlight, she unknowingly made a deal with the devil protecting their object of envy, dooming them both.

Regional Effects

The Inverted Tower

- Long rests can only be taken in-between floors.
- Whenever a creature fails a death saving throw, it gains a cumulative –1 penalty to the next death warp roll it makes before it exits the region. A creature that drinks a potion of supreme healing or is targeted by the spell *Greater Restoration* removes the penalty.
- Whenever a creature dies, any curses on it become permanent, similar to curses on magic items.

Castle Masque

The castle masquerade of clockwork ballroom dancers hides monsters within the waltzing ambiance.

- While a creature is deafened, it is also blinded.

The Coiling Corpse

A desert underlies several intertwined titan serpent skeletons. Dried feathers dot the arid land alongside cacti.

- All creatures gain immunity to poison damage; resistance to radiant damage; and vulnerability to bludgeoning and necrotic damage.

The Forest of Blades

Trees and vines claw towards the sunlight. The lower the strata, the more dense and anomalously divine the foliage becomes.

- All slashing damage dealt and hit points regained are doubled.

The Library Labyrinth

A maze of bookcases that stretch higher than the eye can see.

- Creatures cannot communicate verbally and take 1d4 psychic damage whenever they casts a spell with the verbal component.
- Creatures have advantage on Constitution saving throws made to maintain concentration on an effect.

The Night King's Blizzard

The near endless dark tundra is littered with frozen corpses.

- All darkness is treated as magical darkness produced by a 1st-level spell.
- A creature that spends 8 hours in darkness must succeed a DC15 Constitution saving throw or gain one level of exhaustion. A creature with resistance or immunity to cold damage automatically succeeds the saving throw.

The Patchwork Ruins

A patchwork graveyard of villages across the world covers itself in a dead underbrush.

- A creature's hit point maximum is halved.

Monsters

Designing Combat
Weaknesses & Phobias
Creature Statistics
Backgrounds

Statistics that veer close to just being a number.

Scholars

Fools that delve into the depths of hell.

Tower Creatures

Monsters that hide under your skin as goosebumps.

Designing Combat

How To Design Encounters

1) Make it have an objective

Each fight has a purpose behind it.

Combat encounters benefit from having a goal other than defeating all the enemies.

- The fight becomes more complex, allowing for various strategies to form.
- It can allow less combat oriented abilities to be relevant.

2) Make it unbalanced

A fight must almost always favor one side or the other.

- An uneven fight forces the characters to focus on actions that characterize them and engage the players with the narrative side of the game; focus on actions that are strategic which engages the players with the mechanical side of the game; or both.
- Unusual and creative solutions are commonly found when there is either pressure or a restraint, which can be a narrative limitation or a mechanical gameplay one.

3) Make it succeedable

The ability to actually win the fight is important in making the encounter not feel bad for the players. While some would want to make their campaign game just like a video game, table top RPGs are a different medium and should be treated as such.

4) Make it playable

Effects that stops a player character from playing the game, such as with the paralyzed condition or being banished, is not fun for one core reason: The player loses agency and is stopped from interacting with both the narrative and the mechanical sides of the game.

Damage

I typically have one combat encounter per session and grant a long rest in between sessions. As such, when the party enters an encounter with almost all their resources, I aim to have the party take one-third of their total hit points in damage each round. This typically has them use up their resources and often requires them to finish a short or long rest afterwards.

IMPROVISED DAMAGE CHART

Danger Dice equal to party's average level

Very Low	d4s
Low	d6s
Average	d8s
High	d10s
Very High	d12s
Deadly	d20s

Imposing an additional effect typically reduces the danger.

Weaknesses & Phobias

Phobias are monster specific weaknesses that allow the players to combat them effectively. These counterplay options are meant to tell you something about how the monster acts or fights in addition to granting combat opportunities.

Common Phobias

Angelophobia

Angelophobia is the fear of angels. This phobia is typically used to signify creatures with a divine nature and how they can only be harmed by other divine beings.

When applied to a creature, it transforms damage it takes from celestials into necrotic damage.

Argyrophobia

Argyrophobia is the fear of silver and silvered objects. This phobia is typically used to signify creatures that are highly magical in ability or in nature.

When applied to a creature, it transforms damage it takes from silvered weapons into force damage.

Halophobia

Halophobia is the fear of salt and salty food. This phobia is typically used to signify creatures with an ethereal nature and may have a noncorporeal form.

When applied to a creature, it transforms damage it takes from salted weapons into psychic damage.

Photophobia

Angelophobia is the fear of light. This phobia is typically used to signify creatures that ambush targets using dim light and darkness.

When applied to a creature, it frightens it while in bright light and turns its immunities into resistances.

No Nonmagical Defenses

I personally believe that resistances and immunities to nonmagical damage is mechanically bad and can be better expressed in different ways, which is the main reason why phobias exist. As such, all monsters included in here lack defenses against nonmagical bludgeoning, piercing, and slashing damage.

Creature Statistics

Backgrounds

Monster Hunter

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)

Skills Arcana+3, Survival+2
Senses passive Perception 10
Languages Any Two Languages
Challenge 1/8 (25 XP)
Proficiency Bonus +2

Bonus Proficiency. The monster hunter gains a +2 bonus to any rolls made using the poisoner's kit.

Coat of Arms. Any damage the monster hunter deals with a coated weapon ignores resistances to damage types dealt by the coat.

Actions

Coated Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320ft., one target. *Hit* 4 (1d6 + 1) piercing damage plus 4 (1d8) poison damage, and the target must succeed a DC11 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, a creature takes 2 (1d4) poison damage at the start of each of its turns.

Porter

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics+2, Survival+2
Senses passive Perception 10
Languages Any Two Languages
Challenge 0 (10 XP)
Proficiency Bonus +2

Powerful Build. The porter counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Heavy Pack. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 5 (2d4) bludgeoning damage

Scab

Medium monstrosity (Barbarian 3), Chaotic Good

Armor Class 15 (natural armor)

Hit Points 28 (3d12 + 9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (-1)	10 (+0)	14 (+2)

Saving Throws Str+10, Dex+5, Con+6

Skills Athletics+10, Intimidation+10, Persuasion+4

Damage Resistances Bludgeoning, Piercing, Slashing

Senses Darkvision 60 ft., passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Proficiency Bonus +2

Spell Resistance. Scab has advantage on saving throws she makes to end or avoid a spell.

Reckless. Before Scab makes an attack, she can choose to do so recklessly. She gains advantage on all melee weapon attack rolls using Strength—such as her long sword attack—until the start of her next turn, but all attack rolls against her have advantage for the same duration.

Actions

Long Sword (one-handed). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 9 (1d8 + 5) slashing damage

Reactions

Mass Hysteria. When a different creature within 30 feet of Scab takes damage, Scab can use her reaction to invoke the damaged target's anger before the damage is dealt. If the target can see or hear Scab, it must succeed on a DC13 Wisdom saving throw (the target can choose to fail) or gains the effects of rage until the start of its next turn. A raging creature gains the following effects:

- it has advantage on Strength checks and Strength saving throws.
- when it make a melee weapon attack using Strength, it gain a +2 bonus to the damage roll.
- it has resistance to bludgeoning, piercing, and slashing damage.
- it can't cast or concentrate on spells.

Tiara

Medium humanoid (witch 3), Neutral Good

Armor Class 16 (chain mail)

Hit Points 20 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Wis+5, Cha+2

Skills Arcana+2, Athletics+5, Persuasion+2

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Proficiency Bonus +2

Spellward Bound. When a spell is cast, you can use your reaction to move up to half your speed towards where it was cast from without provoking opportunity attacks.

Spellcasting. Tiara's is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She knows the following witch spells:

At will: *Detect Magic, Message, Prestidigitation, Spare the Dying, True Strike*

1/day: *Bless, Create or Destroy Water, Hunter's Mark, Lesser Restoration, Misty Step*

Jinxblade Familiar. Tiara has a flying sword familiar that she can command as a bonus action to make an Attack using its reaction.

Actions

Long Sword (two-handed). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d10 + 3) slashing

Reactions

Jinxed True Strike. When Tiara makes an attack or another creature within 30 feet of her makes a spell attack, she can use her reaction to grant a 1d4 bonus to the attack roll, potentially turning a miss into a hit. If Tiara has commanded her familiar to attack on the same turn, she can also add the bonus to the attack's damage roll on a hit.

Tower Creatures

Banshee, Goetika

Medium undead, Chaotic Neutral

Armor Class 12

Hit Points 100 (23d8)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	20 (+5)

Saving Throws Wis+5, Cha+15

Damage Vulnerabilities Force, Psychic, Radiant

Damage Resistances Thunder, Bludgeoning, Piercing, Slashing

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages The languages it knew in life

Challenge 10 (5,900 XP)

Proficiency Bonus +5

Deathly Afraid (Fearmonger Only). A frightened creature takes 25 (10d4) psychic damage at the end of each of its turns while the banshee is within its line of sight.

Detect Life. The banshee can magically sense the presence of creatures up to 300 feet away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Emotional Undeath. When the banshee would drop to 0 hit points, it can instead drop to 1 hit point by having one creature of its choice charmed or frightened by it immediately drop to 0.

Halophobia. When the banshee is hit by a salted weapon, it takes psychic damage instead of the weapon's normal damage type.

Incorporeal Erosion. The banshee can move through other creatures and objects as if they were difficult terrain. If she ends her turn inside a creature or object, she deals 5 (1d10) force damage to it.

Lure (Siren Only.) While the banshee speaks or wails, all creatures within 300 feet of the banshee that are undead with an Intelligence score of 8 or lower or are charmed by the banshee follows any of its commands.

Sorrowful Visage. The first time a creature sees the banshee each day, it sees the banshee as an undead version of the creature it cares about most until it blinks or looks away. If the creature has no immunity to both the charmed and frightened condition, the first initiative roll it makes within the next 24 hours gains disadvantage.

Actions

Corrupting Touch. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 12 (3d6 + 2) necrotic damage plus 10 (3d6) psychic damage, and on a hit, the target is charmed or frightened of the banshee until the end of its next turn.

Horrifying Visage (Fearmonger Only). Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success.

If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail. All creatures within 60 feet of the Banshee have their maximum hit points reduced to equal its current hit points. The target dies if this reduces its maximum hit points to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Afterwards, the target must succeed a DC13 Constitution saving throw or take thunder damage equal to half the target's current hit points (minimum of 10 damage).

A creature is unaffected by the wail if it is deafened, immune to thunder damage, or is a construct or undead.

This ghostly mourner comes in one of two variations: the Fearmonger or the Siren.

Celestial Serpent

Gargantuan celestial (dragon), unaligned

Armor Class 19

Hit Points 2500 (136d20 + 1088)

Speed 120 ft., burrow 120 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	26 (+8)	10 (+0)	24 (+7)	30 (+10)

Saving Throws Con+19, Wis+16, Cha+28

Damage Vulnerabilities Necrotic, Psychic

Damage Resistances Force

Damage Immunities Radiant

Condition Immunities Blinded, Charmed, Exhaustion, Grappled, Restrained

Senses Truesight 120 ft., passive Perception 17

Languages —

Challenge 30+ (155,000 XP)

Proficiency Bonus +9

Angelophobia. When the celestial is damaged by a celestial, it takes necrotic damage instead of the original damage type.

Argyrophobia. When the celestial is hit by a silvered weapon, it takes force damage instead of the weapon's normal damage type.

Relentlessly Legendary. If an effect would prevent it from using actions of its choosing—such as being charmed, gaining the effects of banishment, or getting knocked unconscious—the celestial can instead reduce the number of legendary actions it can take by 1 until the effect ends to keep its actions available and under its control. It must have at least 1 legendary action to do so.

Actions

Multiattack. The celestial makes four eye beam attacks.

Eye Beam. Ranged Weapon Attack: +19 to hit, range 120ft., one target. Hit 42 (17d4) necrotic damage

Rainbow Light. All creatures that aren't blinded or immune to being blinded within a 120-foot cone of the celestial must succeed a DC27 Constitution saving throw or take 40 force damage and 10 (1d20) damage of every damage type. Your resistances and immunities do not apply to the rainbow light's damage if all of them combined cannot reduce all damage types dealt by the light.

Screech. All creatures not immune to being deafened within 120 feet of the celestial are dazed for 1 minute. At the end of each of the a target's turn, it can make a DC24 Wisdom saving throw. On a success, the effect ends early.

A dazed creature cannot take reactions and can only do one of the following on each of its turns: take an action, use a bonus action, or move.

Wing. All creatures within a 30-foot cube originating from the celestial must make a DC22 Dexterity saving throw. A target takes 110 (17d12) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Action

The celestial serpent can take 1 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The celestial regains spent legendary actions at the start of its turn.

Take a Turn. The celestial moves up to its speed and takes an action, as if on its turn.

Cockatrice, Goetika

Small monstrosity, unaligned

Armor Class 14

Hit Points 25 (6d6 + 6)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	19 (+4)	12 (+1)	2 (−4)	13 (+1)	5 (−3)

Damage Vulnerabilities Bludgeoning

Condition Immunities Petrified

Senses Blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +3

Nimble Escape. The cockatrice can take the Disengage or Hide action as a bonus action on each of its turns.

Pack Tactics. The cockatrice has advantage on an attack roll against a creature if at least one of the cockatrice's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Petrifying Undeath. If the cockatrice is reduced to 0 hit points by a damage type that it does not have vulnerability to, it instead drops to 1 hit point. If the source of damage is a creature, it must make a DC12 Constitution saving throw against being magically petrified by the cockatrice's bite.

Further, if the cockatrice's beak is removed, it instantly dies.

Actions

Beak Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC12 constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

If the target is bitten multiple times during the same round, the DC of the save increases by 2 per bite instead of making multiple saving throws.

Snake Bite. *Melee Weapon Attack:* +7, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (2d4) poison damage, and the target has disadvantage on the next Constitution saving throw it makes within the next minute, provided it took poison damage from the attack.

Dusa

Tiny undead, Chaotic Evil

Armor Class 15

Hit Points 100 (19d4 + 57)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Con+7, Cha+12

Damage Vulnerabilities Force, Radiant

Damage Resistances Poison, Bludgeoning, Piercing, Slashing

Damage Immunities Cold, Necrotic

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Proficiency Bonus +4

Argyrophobia. When the wisp is hit by a silvered weapon, it takes force damage instead of the weapon's normal damage type.

Drain (Sapper Only). When the dusa deals force damage to a creature using its snake bite, the target's Strength and Charisma scores are reduced by 1 and the dusa's attack and damage rolls for its snake bite gain a +1 bonus.

The target dies petrified if this reduces its Strength or Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Envious Death. If the dusa is reduced to 0 hit points while not incapacitated or not occupying the space of another creature or object, it instead drops to 1 hit point and can immediately move up to half its speed to occupy the same space of another creature.

Ethereal Sight. The dusa can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Fast (Pursuer Only). The dusa can take the Dash action as a bonus action.

Flyby. The dusa doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Halophobia. When the dusa is hit by a salted weapon, it takes psychic damage instead of the weapon's normal damage type.

Narcissus. If the dusa attempts to phase into or through a mirror, it is stunned and trapped in the object until the start of its next turn.

Petrifying Phase. The dusa can move through other creatures and objects as if they were difficult terrain. When it does, the phased target must make a DC12 Constitution saving throw or become restrained until it finishes a long rest as it magically begins to turn to stone. A creature already restrained by this feature and fails the saving throw is instead petrified until freed by the greater restoration spell or other magic.

Actions

Multiattack. The medusa makes three snake bite attacks.

Etherealness. The dusa enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Snake Bite. Melee Weapon Attack: +8, Reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage plus 14 (4d6) force damage, and a creature with damage immunities and resistances to poison can apply it to the force damage dealt by this attack.

This ghostly head of snake hair comes with two variations: the Sapper and the Pursuer.

Fire Wisp

Tiny elemental (undead), Chaotic Evil

Armor Class 19
Hit Points 20 (8d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	28 (+9)	10 (+0)	1 (–5)	14 (+2)	18 (+4)

Damage Vulnerabilities Radiant, Psychic
Damage Resistances Bludgeoning, Cold, Necrotic, Piercing, Slashing
Damage Immunities Fire
Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 120 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)
Proficiency Bonus +2

Argyrophobia. When the wisp is hit by a silvered weapon, it takes force damage instead of the weapon's normal damage type.

Ephemeral. The wisp can't wear or carry anything.

Fire Form. The wisp can move through other creatures and objects as if it were difficult terrain. A creature that touches the wisp or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the wisp can enter a hostile creature's space and stop there. The first time it enters a creature or object's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Halophobia. When the wisp is hit by a salted weapon, it takes psychic damage instead of the weapon's normal damage type.

Heaven and Hell. If the wisp is reduced to 0 hit points, it doesn't die unless an effect would have it regain hit points on the same turn. If the turn ends without the wisp regaining hit points, it instead drops to 1 hit point.

Illumination. The wisp sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Actions

Consume Life. The wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the wisp regains 10 (3d6) hit points.

Gargoyle, Goetika

Medium elemental, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 50 (7d8 + 21)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	6 (–2)	11 (+0)	7 (–2)

Damage Vulnerabilities Bludgeoning, Thunder
Damage Resistance Force, Piercing, Slashing
Damage Immunities Poison, Psychic
Condition Immunities Exhaustion, Petrified, Poisoned
Senses passive Perception 10
Senses Darkvision 120 ft., passive Perception 10
Languages understands Terran but can't speak
Challenge 2 (450 XP)
Proficiency Bonus +4

Airdrop. When the gargoyle chooses to stop grappling a target while flying at least 10 feet in the air, the damage the target takes from falling is doubled until it lands.

Carrier. The gargoyle can grapple and carry a creature or corpse without needing to expend extra movement.

Fallout. If the gargoyle would be reduced to 0 hit points from damage other than falling, the gargoyle instead drops to 1 hit point. If it drops to 1 hit point this way, the source of the damage immediately takes 5 (1d6 + 2) thunder damage.

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes two claws attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the gargoyle can half its damage dealt to grapple the target (DC15 escape).

Witch

Medium fey (shapechanger), Neutral Evil

Armor Class 17 (Natural Armor)

Hit Points 200 (27d8 + 81)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Cha +10

Skills Deception+10, Insight+7, Perception+7, Stealth+7

Damage Vulnerabilities Force

Damage Resistances Acid, Necrotic, Poison

Damage Immunities Psychic

Condition Immunities Charmed

Senses Darkvision 120 Ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Anathemas. The witch can cast bestow curse at will as a 9th-level spell, without expending a spell slot. When cast this way, the spell has a range of 30 feet and can be cast as a reaction to taking damage.

Argyrophobia. When the Witch is hit by a silvered weapon, it takes force damage instead of the weapon's normal damage type.

Condemn. When the witch damages or casts a spell on a target that is cursed, grappled, restrained, or under the effects of a spell, the witch can have it take 20 (8d4) necrotic damage.

Devil's Sight. Magical darkness doesn't impede the witch's darkvision.

Dragging Shade (Shadow Form Only). The witch can grapple a target up to 30 feet away and automatically succeeds if the target's shadow is visible. As a part of the grapple, the witch can pull the target up to an unoccupied space within 5 feet of the witch and make an attack against it.

Innate Spellcasting. The witch's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *Bestow Curse*, *Darkness*, *Detect Magic*, *Identify*, *Magic Missile*

1/day: *Contact Other Plane*, *Polymorph*, *Scrying*

Magic Resistance. The witch has advantage on saving throws against spells and other magical effects.

Shapeless Survival. If the witch is reduced to 0 hit points by a damage type that it does not have vulnerability to, it drops to 1 hit point instead and immediately uses its Change Shape and one legendary action.

Witching Hour. The witch does not need to concentrate on the *Darkness* spell and can change its shape to a 1-mile radius.

Actions

Change Shape. The witch magically polymorphs into a Small or Medium humanoid, a living shadow, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

While in shadow form, the witch's body becomes a two-dimensional shadow that ignores gravity and contours to whatever surface it is on. The witch does not provoke opportunity attacks while in this form.

Dagger. Melee Weapon Attack: +10 to hit, reach 5 ft. or range 20/60ft., one target. *Hit* 7 (1d4 + 5) piercing damage plus 12 (5d4) necrotic damage.

Legendary Action

The Witch can take 1 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The Witch regains spent legendary actions at the start of its turn.

Cast. The witch casts *Bestow Curse* or *Darkness*.

Grapple. The witch attempts to grapple a target.